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May/June



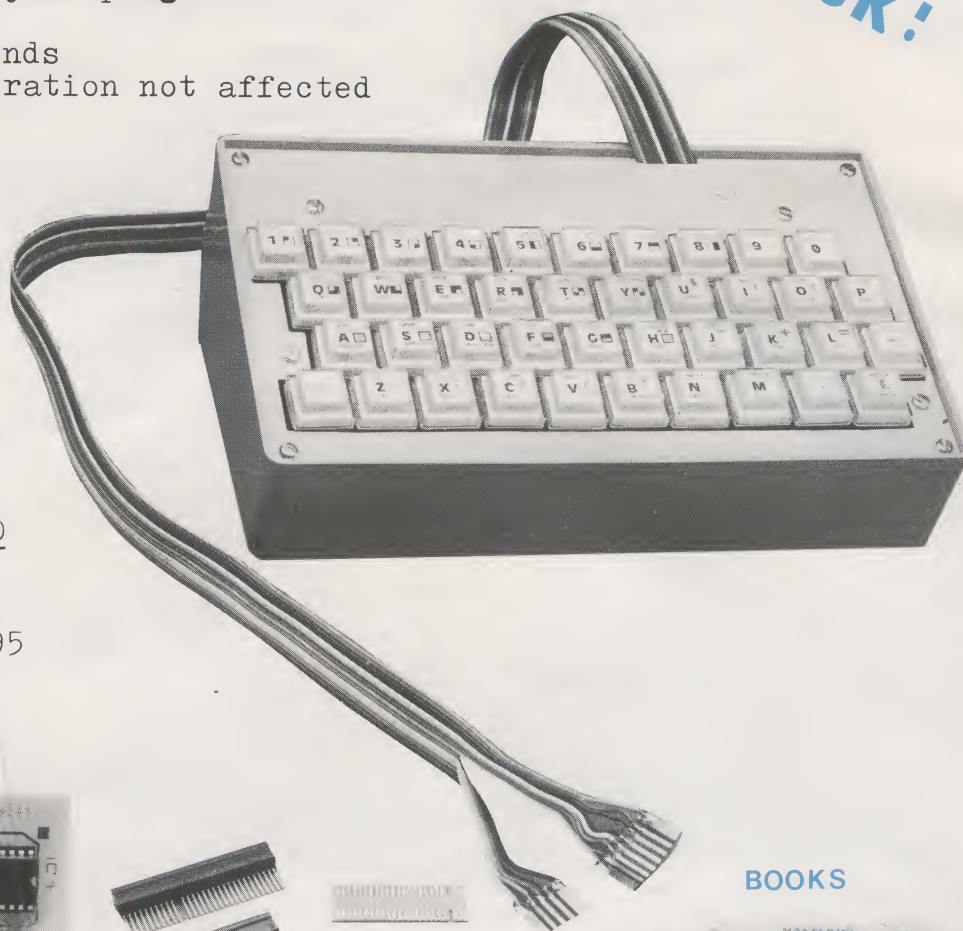
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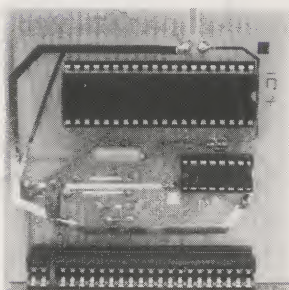
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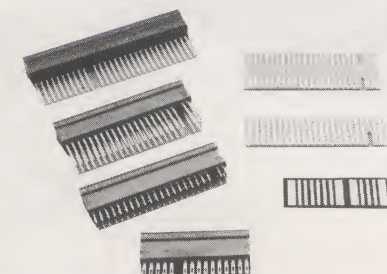
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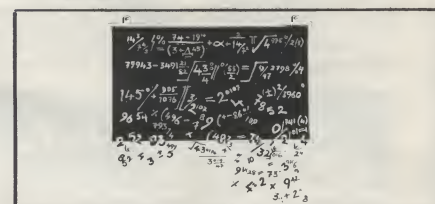


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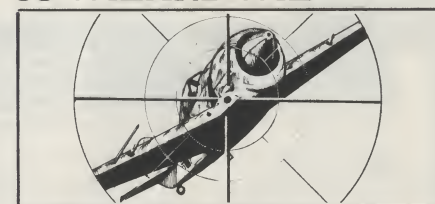


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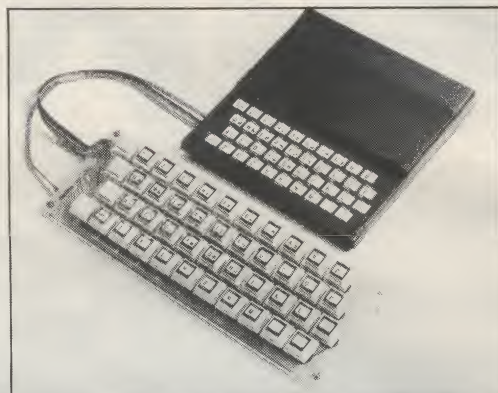
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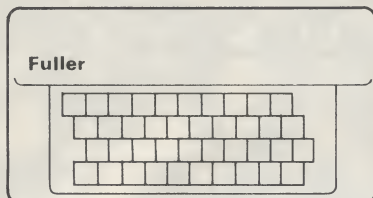
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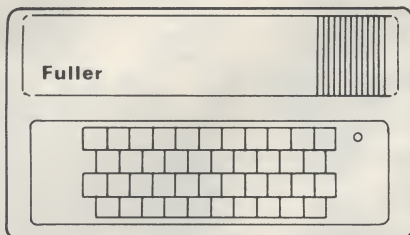
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ZX80

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Warp Wars (Basic & M/Code-16K) - Features realistic space craft moved by M code for previously sold at Microbar with instant response

Snake (Basic-16K) - A game of thought and skill. Pass through all the marked squares without crossing or doubling back on your path.

Sweet Tooth (Basic & M/Code-16K) - M code routines used to move your fat face round the room and gobble the sweets.

PLUS Glalom and Black Holes (previously sold together for £4.95)

An ESSENTIAL addition to your 1K RAM ZX81 (or ZX80 8K ROM)

TOOLKIT (written by PAUL HOLMES)

Provides the following additional facilities:

Line renumber - you state starting number and increment value

Search and replace - changes every occurrence of a character as you require

Free space - tells you how many free bytes you have left

SPECIAL GRAPHICS ROUTINES

Hyper graphics mode - graphics never seen on a ZX81 before

Open - instantly sets up as many empty print lines as you require (1K version only)

Fill - used in conjunction with OPEN fills your screen instantly with your specified character

Reverse - changes each character on your screen to its inverse video

TAPE ROUTINE - provides a system WAIT condition until a signal is received in the cassette ear jack - many uses

All these routines are written in machine code and together take up only 164 BYTES of your precious RAM - an incredible achievement!

The price of incredible tool ONLY £3.95 (£7.90) for cassette, including FULL instructions and example programs

ALSO available 16K version ONLY £4.95 (£9.90) which includes all the above PLUS GOTO's and GOSUB's included in line renumber

Search for and list every line containing specified character

16K VERSION

As reviewed in "YOUR COMPUTER" March 1982

16K RAM PACK

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NEW

GRAPHICS TOOLKIT

(Another masterpiece by PAUL HOLMES)

22 exciting MACHINE CODE routines that give you control over your screen as never before!

(ZX81 - 16K RAM ONLY)

DRAW/UNDRAW draws or deletes your multi-character shape which is defined in a REM statement. You may define as many different shapes as you like and draw or undraw each at will at whichever screen position you choose

FOREGROUND ON/OFF use this to 'protect' existing characters on your screen. When on new shapes will appear to slide behind and re-emerge from other shapes

BORDER UNBORDER Draws a border round the edges of your screen area. Edit lines can be used if required. Your border is protected when foreground is on

FILL Fills any number of lines you specify, starting at any line you specify, by your chosen character

REVERSE Converts all characters to their inverse video, control as in FILL

PRINT POSITION CONTROLS

UP DOWN After your next PRINT position in the direction indicated

LEFT RIGHT

EDITPRINT Moves next PRINT position to first edit line

SCROLL facilities

UPSCROLL DOWNSCROLL RIGHTSCROLL LEFTSCROLL

Scroll your screen in the direction indicated

ONSCREEN/OFFSCREEN turns your screen on or off

BACKGROUND ON/OFF

Fills your screen by your specified character

When foreground is on existing information is unaffected and shapes will appear to pass in front of your background, without deleting it

SEARCH AND REPLACE will search the screen for every occurrence of the character you specify and replace it with your new character

SQUARE draws a square or rectangle from your specified co-ordinates

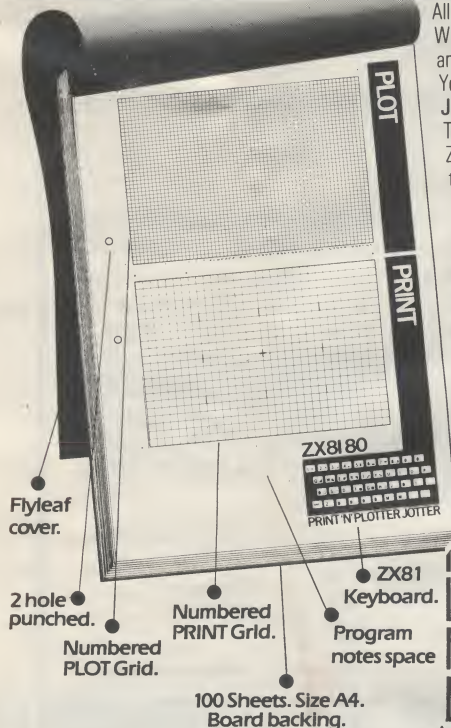
ALL these routines are in machine code for SUPER-FAST response!

Simply load GRAPHICS TOOLKIT, which repositions itself at the end of your RAM, and then your own program for key in a new one! GRAPHICS TOOLKIT uses only 2K of your RAM and that includes space to load the programmers TOOLKIT described above (16K RAM version)

ALL FOR ONLY £5.95 (\$11.90) This includes a cassette with 2 copies of the program plus a comprehensive instruction booklet with examples

NOTE: All prices are fully inclusive - send cheque or P.O. to JRS Software at above address
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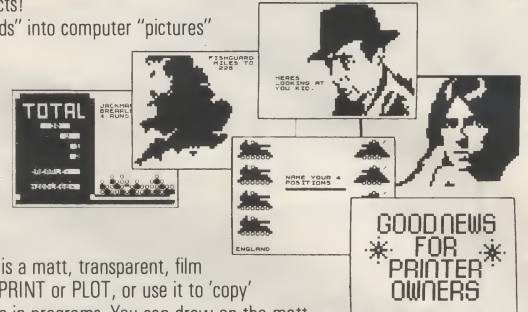
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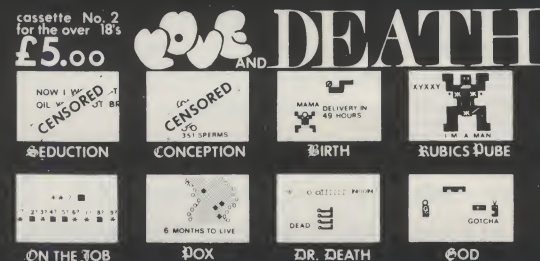
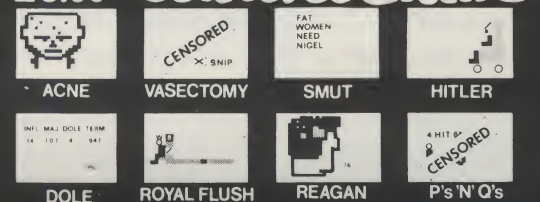
Access

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MACRONICS

1K ZX81 ADULT GAMES



prices include bizarre audio intros, revoltingly descriptive instruction postage & package sent to: **AUTOMATA LTD.** (DpSP), 65A Osborne Road, Southsea PO5 3LR, Hants.

C C C
 H H H
 A A A
 S S S
 V V V
 A A A
 D D D
 E E E
 R R R
 S S S

FROM 15-year-old Charles King-Cox of Appleby is a self-titled version of 1K ZX-80 Space Invaders. Five Chasvaders are landing on earth and you—equipped with the best technology earth can muster, a 1K, old ROM ZX-80—must stop them. Unfortunately, the game is impossible to win, because if you destroy them all they produce another five. That continues until you are blown up or the Chasvaders land.

You have two missile bases—earth has spared no expense in its defence. One of the bases is positioned somewhere beneath the invader on the right and you have to wait until it is directly above you to fire, which you do by pressing F. You have only five shots for each brace of Chasvaders.

The plucky player scores 200 for every Chasvader destroyed, although you lose 10 points for every shot you fire. There is a bonus of 50 if you shoot all five invaders, making a grand total for the round of 1,000. The highest score we could obtain playing the game in office was 3570. Try to beat that.

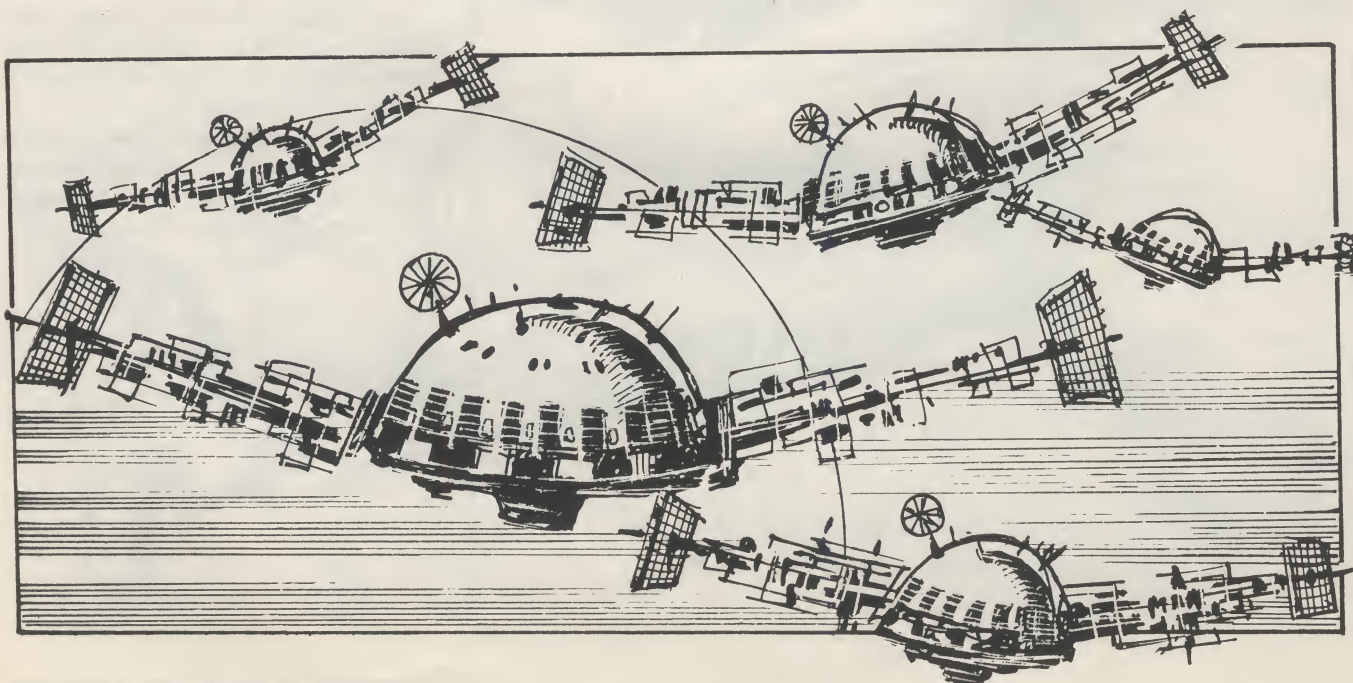
Keeping pressing NEWLINE over and over again to keep the invasion under way, unless you want to fire, when you press F before NEWLINE.

```

10 LET A=0
20 LET B=0
30 LET C=0
40 LET D=0
50 LET E=0
60 LET B=B+1
70 LET F=15
80 LET G=5
90 GOTO 160
100 IF G>0 THEN PRINT "(2 spaces shift G D
  shift G)";
110 RETURN
120 FOR H=1 TO 16
130 PRINT "(2 shift G)";
140 NEXT H
  
```

```

150 RETURN
160 PRINT
170 FOR I=1 TO E
180 IF E>0 THEN PRINT
190 NEXT I
200 LET J=RND(4)
210 FOR K=1 TO J
220 PRINT "(single space)";
230 NEXT K
240 FOR L=1 TO G
250 GOSUB 100
260 NEXT L
270 FOR M=1 TO F
280 IF F>0 THEN PRINT
290 NEXT M
300 IF RND(15)=5 THEN GOTO 590
310 FOR N=1 TO G
320 PRINT "(5 spaces)";
330 NEXT N
340 PRINT "(Shift F Shift A Shift D)"
350 GOSUB 120
360 PRINT
370 IF A=0 THEN PRINT "(Shift F Shift A
  Shift D)"
380 INPUT O$
390 IF D=5 THEN GOTO 410
400 IF O$="F" THEN GOSUB 540
410 IF F=1 THEN GOTO 460
420 LET E=E+1
430 LET F=F-1
440 CLS
450 GOTO 160
460 PRINT "HARD LUCK,";G;"* OF THEM
  LANDED
470 PRINT*(B*1000)-(G*200)-(10*D);"*
  POINTS"
480 STOP
490 PRINT "WELL DONE, YOU"
500 PRINT "GOT THEM ALL"
510 INPUT P$
520 CLS
530 GOTO 30
540 IF J=3 THEN LET G=G-1
550 IF J=3 THEN LET C=C+1
560 IF C=5 THEN GOTO 490
570 LET D=D+1
580 RETURN
590 FOR Q=1 TO G
600 PRINT "(5 spaces)";
610 NEXT Q
620 PRINT "(Shift M Shift H Shift N)"
630 GOSUB 120
640 LET A=A+1
650 PRINT "YOU GOT BLOWN UP"
660 IF A=2 THEN GOTO 470
670 INPUT R$
680 CLS
690 GOTO 170
  
```





Bounce-a-Pic

```

10  LET X = 0
20  LET N = X
30  LET Y = X
40  LET M = X
50  PRINT AT M,N;"your own choice
    of graphic, start with a full stop"
60  PRINT AT Y,X;"graphic 1" (that is, the
    graphic available from key 1)
70  PRINT AT Y,X;"graphic 2"
80  PRINT AT Y,X;"graphic 3"
90  PRINT AT Y,X;"graphic 4"
100 LET M = Y
110 LET N = X
120 LET X = X + (INKEY$ = "8" AND X
    < 29) - (INKEY$ = "5" AND X > 2)
130 LET Y = Y + (INKEY$ = "6" AND Y
    < 18) - (INKEY$ = "7" AND Y > 2)
140 GOTO 50

```

BOUNCE-A-PIC, written to run on a 1K ZX-81, draws pictures with a difference as the cursor is already bouncing and dancing over the screen before you input anything. Its direction can be controlled using the cursor keys—5, 6, 7, 8.

The cursor starts in the top left-hand corner of the screen but that can be changed easily by altering the zero in the first line.

Bounce-a-Pic is from *The Gateway Guide to the ZX-81 and ZX-80* by Mark Charlton. Published by Interface, 44-46 Earls Court Road, London W8 6EJ.



SPACEYS

ANOTHER game for 1K ZX-81 is Spaceys, in which a space ship cruises overhead. Using the 1 key will fire a missile, represented by an asterisk, which can then be guided using the 8 key for left movement and the 0 key for right movement.

When 200 ships have passed overhead your score and the best score so far are displayed. Hitting the middle of the ship scores 25 points, while clipping the ends rates 10. The missile can be guided both on the ground and in the air.

Spaceys is from The Gateway Guide to the ZX-81 and ZX-80 by

Mark Charlton. Published by Interface of 44-46 Earls Court Road, London W8 6EJ.

```

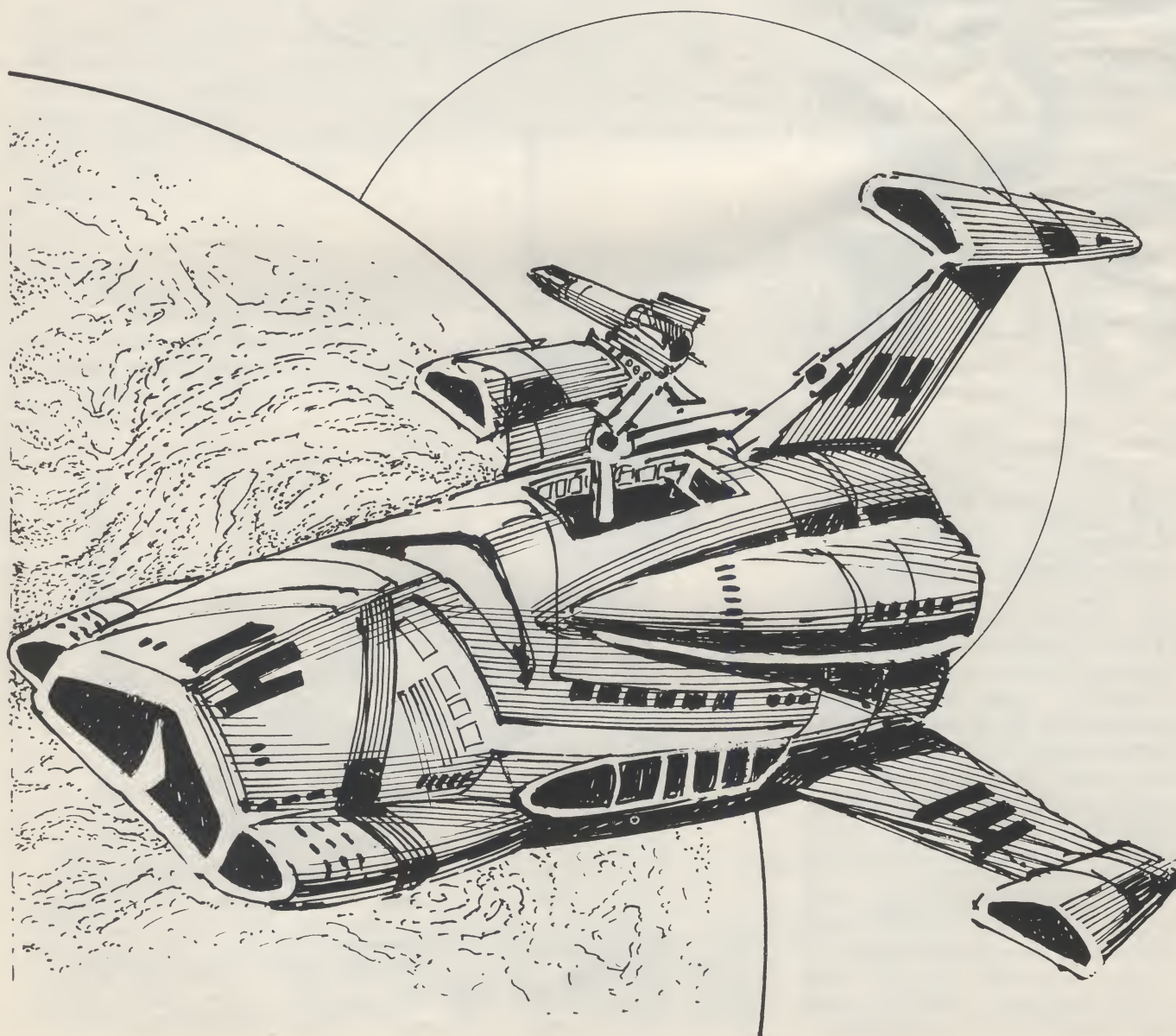
10 LET T = 0
20 LET S = 0
30 GOSUB 250
40 LET P = 15
50 FOR Z = 1 TO 20
60 LET H = INT(RND*8) + 5
70 FOR N = 0 TO 29
80 LET P = P + (1 AND INKEY$ = "0" AND
P < 31) - (1 AND INKEY$ = "8" AND
P > 0)
90 IF INKEY$ = "1" THEN LET C$ = "C - 1"
100 LET C = VAL C$
110 IF C = 0 THEN GOSUB 250

```

```

120 CLS
130 PRINT AT H,N;"graphic shift N graphic
shift B graphic shift M";AT C,P;"*"
140 GOTO 180 + (60 AND C = H AND P >= N
AND P < N + 3)
150 NEXT N
160 NEXT Z
170 IF S > T THEN LET T = S
180 PRINT "SCORE: ";S;"BEST: ";T;"N/L
TO START"
190 INPUT A$
200 GOTO 280 - (260 AND A$ = "")
210 PRINT AT H - 1, N + 1;"*";TAB N;"****";
TAB N + 1;"*"
220 LET S = S + 10 + (15 AND P = N + 1)
230 GOSUB 250
240 GOTO 160
250 LET C = 19
260 LET C$ = "C"
270 RETURN

```



ROAD RACE



ROAD RACE is the most outstanding program using moving graphics and fitting on a 1K machine we have seen so far. The object of the game is to steer your car, represented by an inverse H, on a twisting road while avoiding other cars which appear at random.

The car moves forward automatically but can be steered left and right by using the cursor controls—keys 5 and 8. If you crash into another car or run off the road, the game stops and your score is displayed—top score in the Sinclair Programs office was 66.

To keep going requires some skill and for once it really is a game which can provide hours of amusement.

Road Race was one of three James submitted by David Looker and son from Swindon, Wiltshire.



```

10 LET C=CODE "H"
20 LET A=CODE " "
30 LET F=A
40 LET B=CODE "+"
50 LET N=CODE "H"
60 LET X=CODE "H"
70 LET Y=X
80 LET Z=Y
90 LET N=N+(60N (CODE "H"-INT
(RND*CODE "H")))*(N<>A)*(N<>X)+(
N=A)-(N=X)
100 SCROLL
110 LET Y=Y-(INKEY$="5")+(INKEY
$="8")
120 IF RND>.8 THEN PRINT AT B-C
,N+(INT (RND*CODE "H")+C);"H"
130 PRINT AT B,N-C;"H";A
T X,Y;"H";AT X-C,Z;"H";AT X+C,Y;
140 LET F=F+C
150 LET U=PEEK (PEEK 16398+PEEK
16399*256)
160 IF U<>CODE "H" AND U<>CODE
" " THEN GOTO 80
170 PRINT TAB Y;F

```


ROCKET ATTACK

IN *Rocket Attack* for 1K machines the player is in control of a guided missile launcher defending the shores from air attack. A rocket launcher is situated at the bottom left-hand corner of the screen, while enemy planes approach at random height from the right.

To fire, the P key is used and, when depressed, a rocket is launched, rising at 45 degrees. The rocket will continue its advance only as the key is depressed, so there is a measure of control over its progress. Aircraft can be destroyed either by scoring a direct hit or by leaving the rocket in the path of the aircraft.

Rocket Attack was submitted by D E Healey of Coseley, West Midlands.

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10000 1 LET B=0
10001 2 LET C=0
10002 3 LET D=0
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10847 848 LET Q=0
10848 849 LET R=0
10849 850 LET S=0
10850 851 LET T=0
10851 852 LET U=0
10852 853 LET V=0
10853 854 LET W=0
10854 855 LET X=0
10855 856 LET Y=0
10856 857 LET Z=0
10857 858 LET A=0
10858 859 LET B=0
10859 860 LET C=0
10860 861 LET D=0
10861 862 LET E=0
10862 863 LET F=0
10863 864 LET G=0
10864 865 LET H=0
10865 866 LET I=0
10866 867 LET J=0
10867 868 LET K=0
10868 869
```




GRAVITY

```

10 LET A=0
20 LET B=0
30 LET C=0
40 PLOT A,INT (RND*40)
50 IF A=60 THEN GOTO 100
60 LET A=A+1
70 GOTO 40
100 IF INKEY$="7" THEN LET B=B-
110 LET B=B+1
120 LET C=C+(INKEY$="8")-(INKEY$="6")
130 PRINT AT B,C:"  "
140 PRINT AT B,C:" * "
150 GOTO 100

```

GRAVITY for 1K ZX-81s envisages aliens spreading rubbish across the universe. Your task is to take control of an earthling dustbin and clean the solar system after a particularly raucous all-night party.

Gravity fills the screen with dibris initially and then gives you your waste disposal unit hich begins to move down the screen quickly due to the gravity in space—surely some mistake there? Using keys 6, 7 and 8, the dustbin can be moved left, right and up respectively but should you run off the screen, the game finishes.

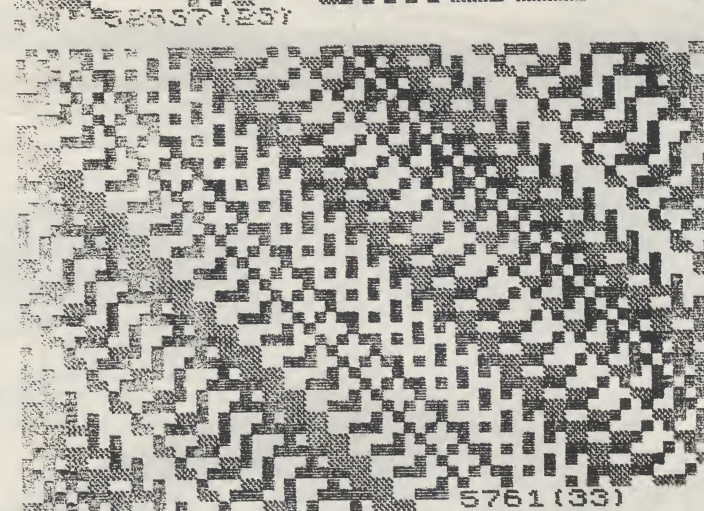
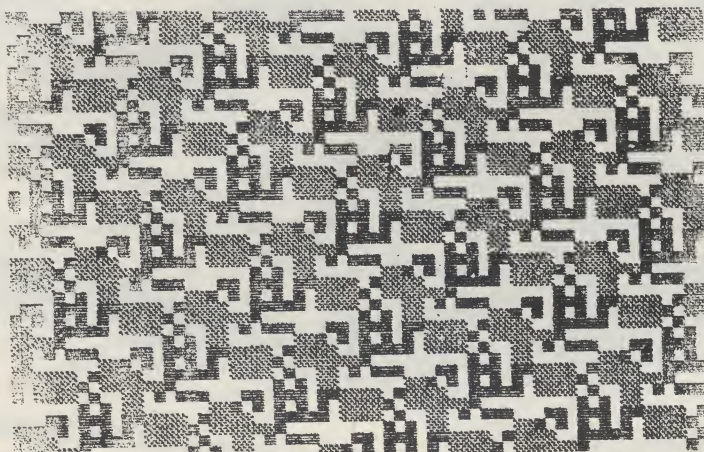
The program was sent in by Paul Ralphs of Manchester who, apart from re-designing the laws of astrophysics, made the game exceptionally difficult by giving the player an invisible dustbin. To help beginners we have inserted an asterisk but when you feel sufficiently confident delete the asterisk from line 130 but leave the two spaces.

UNIVERSAL PATTERNER

```

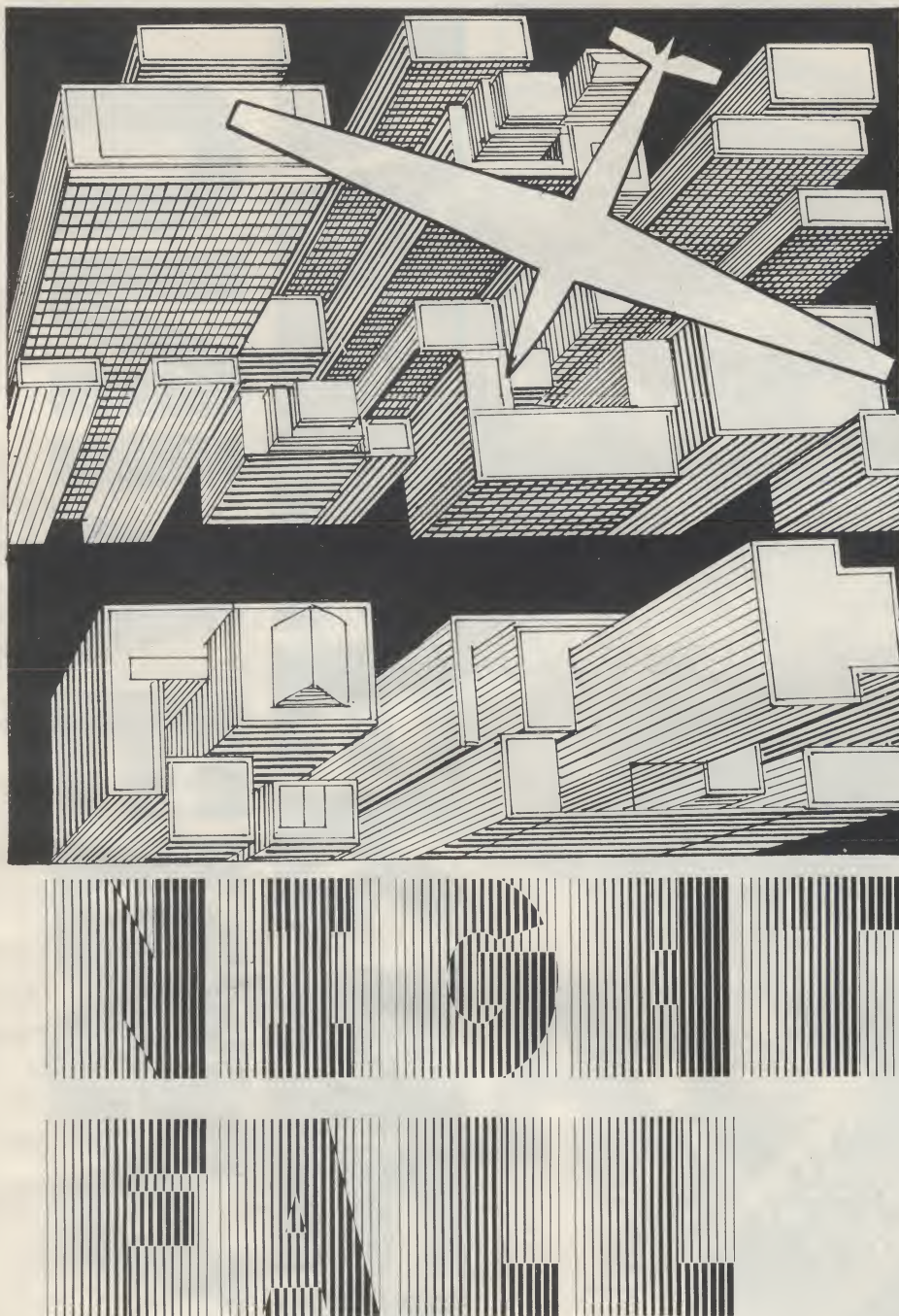
10 DIM A(33)
15 SLOW
20 PRINT "RANDOM PATTERN ? (Y
OR N) "
30 INPUT A$
40 CLS
50 IF NOT A$="Y" THEN GOTO 200
60 LET L=INT (RND*33)+1
70 LET X=INT (RND*65535)+1
80 RNDM X
90 FAST
100 FOR J=1 TO L
110 LET A(J)=INT (RND*10)+1
120 NEXT J
130 FOR J=1 TO 660/L
140 FOR K=1 TO L
150 PRINT CHR$ A(K);
160 NEXT K
170 PRINT X; "(";L;") "
180 STOP
190 PRINT "PATTERN-NUMBER ?"
200 INPUT X
210 CLS
220 PRINT "STRING LENGTH ?"
230 INPUT L
240 CLS
250 GOTO 80

```



UNIVERSAL PATTERNER is for 16K ZX-81 users and produces patterns at random. Author W. S. Hearn, of Ilford, Essex, states that more than two million designs can be printed on the screen.

Each pattern has a number and string length printed at the bottom, so can be recalled and adjusted using those numbers. Answer N for No when asked if a random pattern is required and then input the numbers.



NIGHTFALL requires 4K RAM and involves blowing-up skyscrapers from a glider flying over a city. You start by entering a number between zero and 10 to define how high you want the skyscrapers built. The glider is represented by an inverse plus sign and flies from left to right, getting lower each time it goes across the screen.

Because of the gradual loss of height it is imperative to eliminate the more protruding buildings before you crash into them.

Pressing O will release a bomb and only one bomb may be in the air at a time. Points are scored for each portion of building destroyed. To start the game again after reducing the city to ruins and landing or crashing, enter a new level of difficulty to the display file.

Nightfall was sent in by Tim Rogers of Richmond, Surrey.

Nightfall © Tim D. Rogers 1982

```

1 LET T=0
2 GOSUB 1000
10 LET A=PEEK 16396+256*PEEK 16397
  +1
20 LET A1=A+724
30 FOR B=A TO A+31
40 LET C=(INT(RND*10)+E)*33
45 IF B=A OR B=A+31 THEN LET C=660
50 FOR D=B TO B+C STEP 33
60 POKE D,128
70 NEXT D
80 NEXT B
90 FOR B=A1-31 TO A1
100 POKE B,128
110 NEXT B
130 LET F=A
140 LET D=0
150 LET H=F
160 POKE F,128
170 LET F=F+1
180 IF PEEK F=118 THEN GOTO 170
185 IF PEEK F=0 THEN GOTO 600
190 POKE F,149
200 IF D=0 AND INKEY$="O" THEN
  LET D=1
205 IF D=0 THEN LET H=F
210 IF D=1 THEN POKE H,128
220 IF D=1 THEN LET H=H+33
225 IF H>A+693 THEN LET D=0
230 IF D=1 AND PEEK H=0 THEN GOSUB
  500
240 IF D=1 THEN POKE H,155
250 GOTO 160
500 FOR G=H TO A+693 STEP 33
510 POKE G,128
515 LET S=S+1
520 IF RND>.9 THEN GOTO 540
530 NEXT G
540 LET H=F
550 LET D=0
560 RETURN
600 PRINT AT 0,0;"SCORE:";S,
605 IF T<S THEN LET T=S
610 PRINT"HI-SCORE:";T
620 GOTO 2
1010 INPUT E
1020 IF E<0 OR E>10 THEN GOTO 1010
1030 CLS
1035 LET S=0
1040 LET E=10-E
1050 RETURN

```


Star Map is another display program which draws pictures on your screen, if left to run for long enough. It sets up a black rectangle and proceeds to PRINT AT and unPRINT AT stars into a black void.

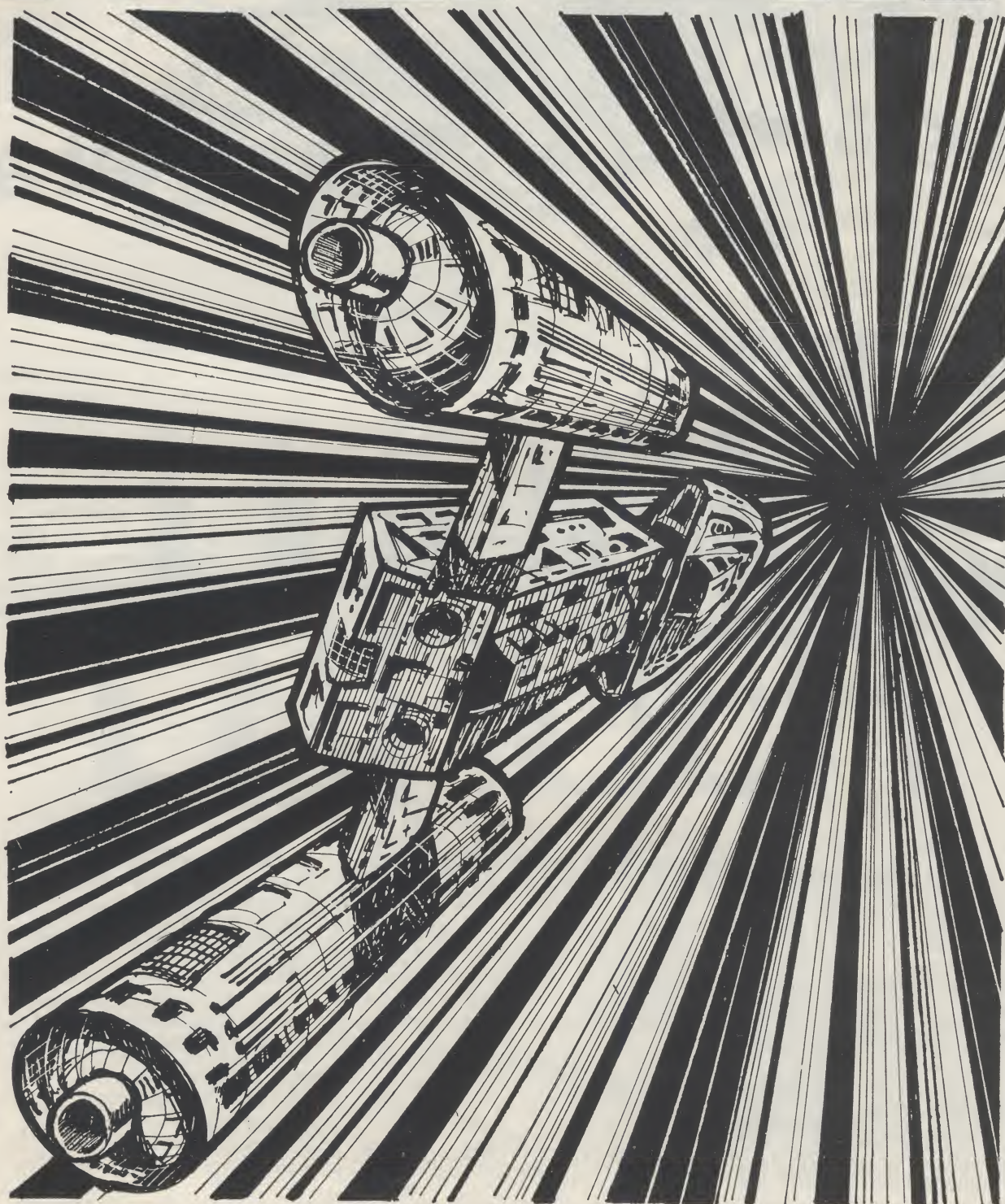
The programs are from *Getting Acquainted with your ZX-81* by Tim Hartnell. It is published by Interface of 44-46 Earls Court Road, London W8 6EJ, and costs £4.95.

```

10 SLOW
20 FOR A = 1 TO 10
30 FOR B = 1 TO 32
40 PRINT "inverse space";
50 NEXT B
60 NEXT A
70 PRINT AT RND* 9, RND*31;"inverse asterisk"
80 PRINT AT RND* 9, RND*31;"inverse space"
90 } - these two lines are the same as line 80
100 }
110 PRINT AT 1,1;"inverse space"
120 PRINT AT 1,1;"non-inverse asterisk"
130 GOTO 70

```

STAR MAP



There was a young lady
 Twinkle, twinkle
 He hadn't used waterproof glue
 up the c
 like a tea-tray in the sky
 Short, fat a

POETRY POETRY POETRY

A VALIANT attempt to write poetry within 4K is made by Poetry. It is very slow, taking up to five minutes to write a single poem, which fills the screen. The words used are stored in four long strings and the computer searches the string until it finds an asterisk; it then uses the word which follows that randomly-selected asterisk. From time to time the ZX-80 will stop writing to let you admire what it has written. A tap on NEWLINE will

re-start it. To make it run on a ZX-81, change the way random numbers are generated and change lines 70 and 140 to LET A\$=A\$(2 TO).

Change all the asterisks in the strings into the letter X and change the 222 in lines 90 and 150 into 63. If you run it in slow, delete line 120.

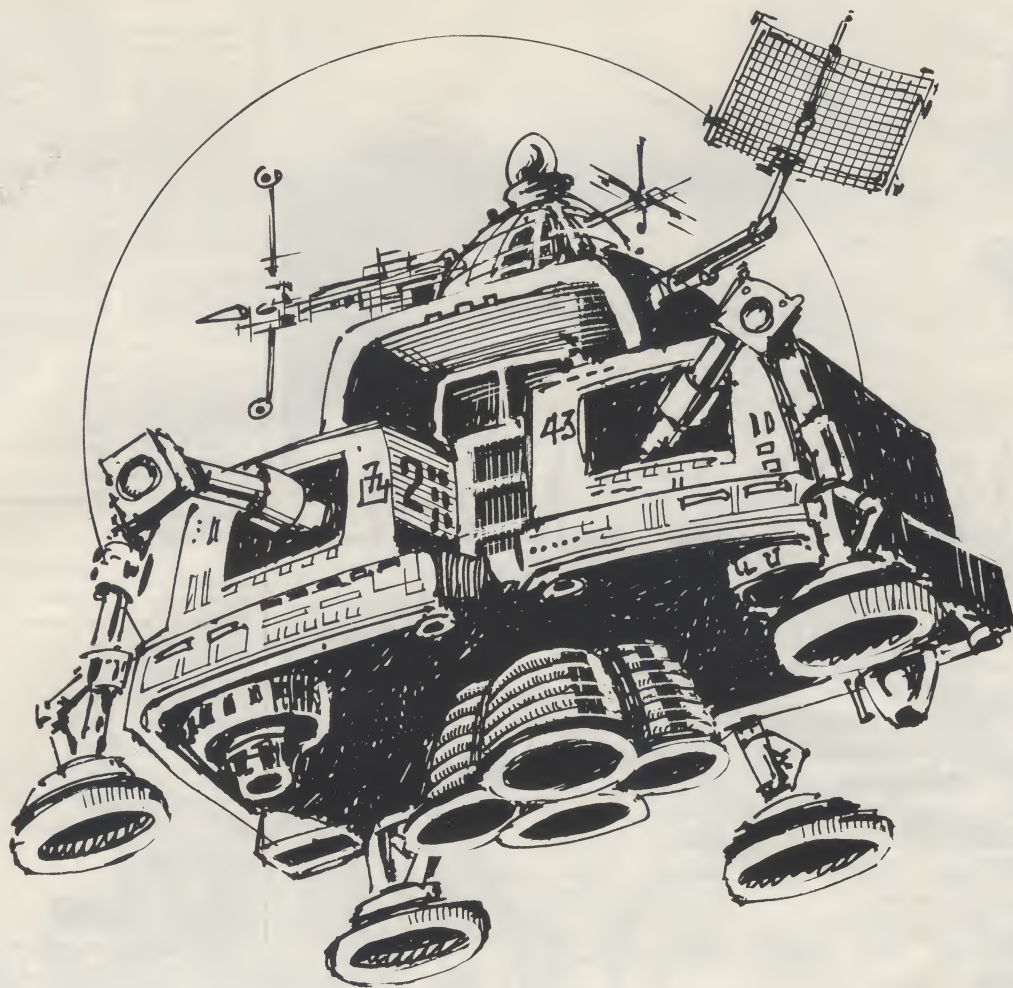
Poetry is from the The Gateway Guide to the ZX-81 and ZX-80 by Mark Charlton. Published by Inter-face of 44-46 Earls Court Road, London W-6EJ.

```

10  RANDOMISE
20  FOR D = 0 TO 3
30  GOSUB 200
40  IF RND(3) = 1 THEN GOSUB 200
50  LET N = 3*C/4
60  FOR D = N TO C
70  LET A$ = TL$(A$)
80  NEXT D
90  IF CODE(A$) = 222 THEN GOTO 140
100 IF RND(20) = 19 THEN PRINT
110 NEXT B
120 IF RND(4) = 2 THEN INPUT B$
130 GOTO 20
140 LET A$ = TL$(A$)
150 IF CODE(A$) = 222 THEN PRINT "
160 IF CODE(A$) = 222 THEN GOTO 100
170 PRINT CHR$(CODE(A$));
180 GOTO 140
200 GOTO 210 + 10*B
210 LET A$ = "THEN*AND*BOTH*FOR*TO*
    BUT*IF ONLY*YET*AFTER*BEFORE*
    HOWEVER*SO*IN CASE OF*AS IF*
    IF*"
215 LET C = RND(73) + 3

217 RETURN
220 LET A$ = "EYES*FERNS*LOVERS*LOVE
    *PARTING*TWILIGHT*VERDANT PASTURES
    *THE FIRE*STREAM*PEBBLES*SUNLIGHT
    *MORNING*FOREST*GLADES*CLOUDS*
    EVENING*DAWN*FRIENDS*PATH*VISTA*"
225 LET C = RND(134) + 3
227 RETURN
230 LET A$ = "GLANCED*APPEARED*
    SHARING*SHADOWED*ASKING*FEARING*
    HOPING*SIGHING*STROLLING*
    OVERHEAD*LOOKING*LANGUISHED*
    CRYING*PASSING*DREAMED*BEGINNING*
    TURNED*MOVING*RETURNING*"
235 LET C = RND(138) + 6
237 RETURN
240 LET A$ = "SMILING*GENTLY*QUICKLY*
    IN FEAR*SADLY*WITH SORROW*
    PEACEFULLY*TOGETHER*SLOWLY*
    BRIGHT*EARLY*AWAY*ALWAYS*
    SILVER*"
245 LET C = RND(94) + C
247 RETURN

```

LUNAR LANDER

LUNAR LANDER is yet another 1K program from Looker and son. This is a superior version of the lunar landing game. Your spacecraft is 600ft. above the lunar landing pad and descends automatically at a velocity of 20 feet per second.

The initial fuel reserve is 130 gallons and to achieve a safe landing you must fire your retro-rocket thrusters—by pressing the T key—to slow the machine and, allowing for the random drift of the spacecraft, attempt to land on the landing pad displayed.

Lunar Lander displays remaining fuel, altitude and velocity in the top right-hand corner of the screen, while the spacecraft descends on the left-hand side. Too much thrust and the spacecraft begins to ascend, shown by a negative velocity reading, while too great a speed in landing causes a crash.

FUEL 110
ALT 300
VEL 35

```

1 LET N=PI/PI
2 LET N=M
3 LET F=CODE "L"
4 LET A=CODE "="
10 LET B=A
15 LET C=CODE "2"
20 LET U=A
30 GOTO F
40 LET Z=A
50 LET T=M-H
60 LET A=INT (A-U/C)* (A>=U/C)
70 PRINT AT B-Z,N;" ";AT B-Z,
+M,N+M;" "
80 LET N=N+RND
90 PRINT AT B-A,N;" "
100 IF INKEY$="T" AND F=CODE "
=" THEN LET T=CODE "
105 IF T=CODE " THEN PRINT AT
B-A+M,N+M;"U"
110 LET F=F-T
120 LET U=U+CODE "F"-T
130 PRINT AT M,B;"FUEL ";F;" ";
TAB B;"ALT ";A;" ";TAB B;"VEL
";U;" ";AT CODE "+",M;" "
140 IF A>M THEN GOTO CODE "C"
150 IF U>B THEN GOTO CODE "CS"
160 PRINT AT M,M;"LANDED"
170 STOP
200 PRINT AT M,M;"CRASHED"

```




```

8030 PRINT "HIGH SCORES"
8040 PRINT " "
8050 PRINT "LEVEL NAME"
8060 PRINT "SCORE"
8070 FOR L=1 TO 4
8080 PRINT "L;TAB 8:"";H(L);TAB 30:"";H(L)";"
8090 NEXT L
8100 PRINT " "
8110 FOR L=1 TO 60
8120 NEXT L
8130 RETURN
9000 REM
9001 REM MENU
9002 REM
9010 GOSUB 8100
9020 PRINT " "
9030 PRINT "FORCE-FIELD MEN"
9040 PRINT " "
9050 PRINT " "
9060 PRINT "1 INSTRUCTIONS"
9070 PRINT "2 PLAY THE GAME"
9080 PRINT "3 RESET HIGH SCORE"
ES
9090 PRINT "4 SAVE THE GAME Q"
N TAPE
9100 PRINT " "
9110 PRINT "YOUR SELECTION"
(1/2,3/4)
U INPUT Q$
9120 IF CODE (Q$)<CODE ("1") OR
CODE (Q$)>CODE ("4") THEN GOTO 9
000
9140 LET M=CODE (Q$)-29
9150 RETURN

```



```

10 CLS
20 INPUT A$
30 LET A=0
40 LET B=0
50 GOTO 80
60 INPUT A$
70 RETURN
80 IF INKEY$="6" AND A<>20 THEN
N LET A=A+1
90 IF INKEY$="5" AND A<>0 THEN
LET A=A-1
100 IF INKEY$="7" AND B<>0 THEN
LET B=B-1
110 IF INKEY$="6" AND B<>20 THEN
N LET B=B+1
120 IF INKEY$="1" THEN GOSUB 60
130 IF INKEY$="Z" THEN RUN
140 PRINT AT B,A;A$
150 GOTO 80

```

LINE DRAWER provides free-format drawing with any character or characters you wish to select. Having entered your chosen symbol, use the cursor controls—keys 5, 6, 7, 8—to draw pictures on a square slightly smaller than the screen. To change characters, press key 1.

The program will run on 1K machines and was sent by 16-year-old Stephen Adams.



LINE DRAWER

BOMB

THE IDEA of Bomb is to blow up undefined enemies, represented by an inverse space. Your bomb moves across the top of the screen and pressing any key will release it. Only one bomb can be in the air at any time, limiting the attraction of the game, but it will run on 1K machines.

For those with slow mode the PAUSE and POKE may be removed by deleting lines 100 and 110. Bomb was submitted by David Goodup.

```
5 LET B$="(PEEK (PEEK 16398+2
56*PEEK 16399))=128"
6 LET C=VAL "0"
7 LET D=C
8 LET S=C
10 LET K=VAL "9.5"
20 FOR X=VAL "1" TO VAL "5"
30 CLS
40 FOR A=VAL "1" TO VAL "5"
50 PRINT AT VAL "9",RND*VAL "3
1": "■"
60 NEXT A
70 LET B=RND*K
80 FOR A=VAL "0" TO VAL "30"
90 PRINT AT B,A;">"
100 PAUSE VAL "50"
110 POKE VAL "16437",VAL "255"
120 LET D=D*(C<K)+A*(NOT SGN D
AND INKEY$(">"))
130 LET C=(C+VAL "1")*SGN D+B*(
NOT SGN D)
140 PRINT AT C-VAL "1",D;" ";AT
C,D;
150 LET S=S+VAL B$
160 LET D=D*(C<K)
170 PRINT CHR$ (VAL "23"*SGN D)
;AT B,A;" "
180 NEXT A
190 NEXT X
220 PRINT S;" POINTS"
```


ADDING MACHINE

ADDING MACHINE allows you to keep a running total of your expenditures and income—income is entered as a negative figure. First enter the amount of money involved—press NEWLINE and then enter a description of the item. As it stands the program will off-load each item automatically to a printer with a running total, though those lines can easily be deleted and the same information is displayed automatically on the screen.

Adding Machine is from Mike Salem of Hilderbay Ltd.



AN56 144747

```

10 REM ADDING MACHINE.
20 REM HILDERBAY LTD 1982
30 REM
40 REM SOMETIMES EVEN VERY SIM
PLE PROGRAMS CAN BE REALLY USEFU
L.
50 REM
60 REM
70 CLS
80 PRINT "ADDING MACHINE, BY M
ILDERBAY LTD"
90 PRINT
100 PRINT
110 PRINT "ENTER NUMBERS TO ADD
FOLLOWED BY NEWLINE. PRECEDE NU
MBER BY MINUS SIGN "-" TO SUBST
RACT IT."
112 PRINT
114 PRINT "AFTER ENTERING EACH
NUMBER YOU MAY (OPTIONALLY) ENTE
R A FEW CHARACTERS WHICH WILL BE
PRINTED. THEN PRESS NEWLINE AGA
IN."
120 PRINT
130 PRINT "ENTER STOP NEWLINE A
FTER LAST NUMBER."
132 PRINT AT 21,0;"PRESS A KEY
TO START."
134 PAUSE 4E4
140 REM
150 REM ALL STATEMENTS WITH NUMB
ERS BELOW 170 CAN BE DELETED.
160 REM
170 CLS
180 SCROLL
190 LPRINT "RUNNING"
210 SCROLL
220 PRINT "ADDENDS" "SUM"
230 LPRINT "ADDENDS" "SUM"

```

```

240 SCROLL
250 PRINT
260 LPRINT
270 LET SUM=0
280 INPUT X
285 INPUT Q$
290 LET SUM=SUM+X
300 SCROLL
310 PRINT X;" ";Q$;SUM
320 LPRINT X;" ";Q$;SUM
330 GOTO 280
500 SAVE "ADDER"
501 RUN

```

ADDENDS	RUNNING SUM
86 RENT	86
45 FOOD	131
37 ELECTRICITY	168
-480 SALARY	-312
62 PHONE	-250
258 ACCESS	8

ADDENDS	SUM
86 RENT	86
45 FOOD	131
37 ELECTRICITY	168
-480 SALARY	-312
62 PHONE	-250
258 ACCESS	8
-523000 POOLS WIN	

Quadratic Equation is from *Getting Acquainted with your ZX-81* by Tim Hartnell. Published by Interface, 44-46 Earls Court Road, London W8 6EJ.

QUADRATIC EQUATION

[illegible]



Quest

QUEST is an adventure program based on a journey through a cave system, the objective being to amass a personal sum of £100. Money is gained by killing monsters and you start with a strength rating of 20. On being attacked by a resident monster, any instruction which takes the fancy may be entered, so long as it does not begin with the letters R or G.

Thus, instructions such as shoot, hit, stab, bash or, for the gentler among you, perhaps even tickle, may be entered and a random score is

assigned to tell you how you fared.

Weaker monsters can be killed by one action but each attempt reduces your strength rating and when it equals zero you are unfortunately extinct.

Having killed a monster you may rest (key R), which gives you two strength points, or continue (key G) but resting involves the danger that another monster sneaks up on you. Finding a magic ring makes you invisible and you can run away in the middle of a battle. A magic staff (key G) doubles fighting power for the rest of the game, while a magic

potion doubles strength only for that attempt.

If strength diminishes during a battle, a sum of money can be traded for strength by typing Change as a course of action—£1 equals three strength points. To clear the program, press Stop.

The program is from a tape of programs produced by Richard Sheperd Software of Maidenhead, Berkshire. Called Bargain Bytes 1, it comprises eight programs—five games and three covering bank accounts, working-out loans and foreign exchange conversion. It costs £5.

The Program



UNFORTUNATELY, THE DEADLY RATTLESNAKE HAS JUST KILLED YOU.



HOWEVER, I LIKED THE WAY YOU PLAYED SO I AM GOING TO OFFER TO REINCARNATE YOU
PRESS NEWLINE TO CONTINUE

```

1 REM "COPYWRITE R.J.SHEPHERD
1982"
75 LET K$="UNEXPECTEDLY"
80 LET Q=0
85 LET F=0
90 LET C=0
92 LET C$="G"
95 LET L=0
96 LET J=0
100 LET D=20
101 GOTO 3000
103 LET M=0
104 LET L=0
105 CLS
106 PRINT "THERE IS NO DANGER.W
ILL YOU REST OR GO ON?"
107 INPUT C$
108 IF J=1 AND C$(1)="G" THEN P
RINT "YOU CANNOT GO ON BECAUSE O
F
109 IF C$(1)="R" THEN LET D=D+2
110 IF C$(1)="R" AND INT (RND*1
0)>5 THEN GOTO 103
111 IF J=1 AND C$(1)="G" THEN G
OTO 8020
112 IF C$(1)="R" THEN LET K$="U
HILST RESTING"
113 IF C$(1)="G" THEN LET K$="U
NEXPECTEDLY"
114 LET X=INT (RND*10)
115 CLS
116 LET M=0
117 IF C>=100 THEN GOTO 2500
118 IF C$(1)="R" THEN GOTO 120
119 IF INT (RND*10)>5 THEN GOTO
8000
120 GOSUB 1000+(100*X)
122 LET C$=""
127 IF M>=1 THEN GOTO 140
130 PRINT "YOU ARE ATTACKED ";K
$
131 PRINT "BY THE ";M$
133 LET K$="UNEXPECTEDLY"
140 PRINT "WHAT ARE YOU GOING T
O DO?"
145 PRINT "YOU HAVE A RESISTANC
E OF ";D
147 PRINT "YOU HAVE £";C
150 INPUT B$
151 LET M=M+1
152 LET L=L+1

```

```

154 IF B$="CHANGE" THEN GOTO 97
00
155 IF B$(1)="G" AND F=1 AND J=
0 THEN GOTO 105
157 IF B$(1)="G" AND J=1 THEN P
RINT "YOU CANNOT GO ON BECAUSE O
F
A";H$
160 IF B$(1)="G" AND J=0 THEN P
RINT "YOU DO NOT HAVE A MAGIC RI
NG"
162 IF B$(1)="G" THEN GOTO 140
169 GOTO 6500
172 IF R<1 THEN PRINT "THE ";M$
" IS DEAD"
173 IF R<1 THEN PAUSE 100
174 IF R<1 THEN LET C=C+CASH
175 IF R<1 THEN GOTO 103
176 LET D=D-INT (RND*8)
177 IF D<1 THEN GOTO 4000
178 IF C>50 THEN LET D=D-3
185 IF L=3 THEN PAUSE 50
186 IF L=3 THEN CLS
188 PRINT "YOU ";B$;" THE ";M$
190 IF L=3 THEN LET L=0
191 PRINT "THE ";M$;" HITS BACK

195 GOTO 127
1000 LET M$="DEADLY RATTLESNAKE"
1010 LET R=8
1015 IF C>50 THEN LET R=12
1020 LET CASH=5
1030 RETURN
1100 LET M$="TARANTULA SPIDER"
1105 LET R=10
1110 IF C>50 THEN LET R=15
1120 RETURN
1200 LET M$="GIANT CENTIPEDE"
1210 LET R=7
1215 IF C>50 THEN LET R=11
1220 LET CASH=7
1230 RETURN
1300 LET M$="POISONOUS SNAIL"
1310 LET R=2
1315 IF C>50 THEN LET R=4
1320 LET CASH=1
1330 RETURN
1400 LET M$="CAVE BEAR"
1410 LET R=10
1415 IF C>50 THEN LET R=15
1420 LET CASH=9
1430 RETURN
1500 LET M$="VAMPIRE BAT"
1510 LET R=5
1515 IF C>50 THEN LET R=8
1520 LET CASH=4
1530 RETURN
1600 LET M$="GIANT RAT"
1610 LET R=7
1615 IF C>50 THEN LET R=11
1620 LET CASH=7
1630 RETURN
1700 LET M$="SABRE TOOTHED TIGER"

1710 LET R=9
1715 IF C>50 THEN LET R=18
1720 LET CASH=7
1730 RETURN
1800 LET M$="FIERCE UNICORN"
1810 LET R=5
1815 IF C>50 THEN LET R=8
1820 LET CASH=7
1830 RETURN
1900 LET M$="ANGRY GORILLA"
1910 LET R=9
1915 IF C>50 THEN LET R=15
1920 LET CASH=3
1930 RETURN

```



```

2520 IF INKEY$="" THEN GOTO 2520
2530 IF INKEY$="A" THEN NEW
2535 CLS
2540 GOTO 10
3000 PRINT TAB 10;"ADVENTURE"
3010 PRINT
3020 PRINT
3030 PRINT "YOU ARE MAKING YOUR
WAY THROUGH A CAVE SYSTEM.YOUR O
BJECTIVE IS TO GAIN £100. VARIO
US MONSTERS WILL ATTACK YOU AND
YOU WILL BE PAID IF YOU KILL THE
M."
3035 PRINT "THERE ARE ALSO PHYSI
CAL HAZARDS WHICH WILL DEplete Y
OUR STRENGTH "
3036 PRINT
3037 PRINT
3040 PRINT "PRESS NEWLINE TO CON
TINUE"
3045 PRINT "GOOD LUCK"
3050 IF INKEY$="" THEN GOTO 3050
3060 GOTO 5000
4000 CLS
4010 PRINT "UNFORTUNATELY,THE ";
M$;" HAS JUST KILLED YOU."
4012 PRINT AT 10,10;"X"
4013 PRINT AT 11,10;" "
4014 PRINT AT 12,10;" "
4015 PRINT AT 13,10;"X"
4016 PAUSE 100
4020 PRINT AT 17,0;"HOWEVER,I LI
KED THE WAY YOU PLAYED SO I
AM GOING TO OFFER TO REINCARNATE
YOU"
4021 PRINT "PRESS NEWLINE TO CON
TINUE"
4022 IF INKEY$="" THEN GOTO 4022
4023 IF INKEY$="A" THEN NEW
4040 CLS
4065 LET D=20
4066 LET C=0
4067 LET L=0
4068 LET M=0
4080 GOTO 10
5000 LET W=INT (RND*10)
5001 IF C>=100 THEN GOTO 2500
5002 IF W>5 THEN GOTO 114
5003 IF W<5 THEN GOTO 103
5005 GOTO 9200
6500 LET R=R-INT (RND*4)
6501 IF Q=1 THEN LET R=R-INT (RN
D*4)
6505 IF M>3 THEN GOTO 7000
6510 IF B$(1)="H" THEN PRINT "NE
ARLY GOT HIM"
6515 IF B$(1)="S" THEN PRINT "YO
U HAVE BADLY WOUNDED HIM"
6520 IF B$(1)<>"H" AND B$(1)<>"S
" THEN PRINT "NICE TR."
6530 GOTO 170
7000 IF M=4 THEN PRINT "YOU ARE
NOT DOING TOO WELL"
7010 IF M=5 THEN PRINT "YOUR STRE
NGTH IS GOING"
7020 IF M=6 THEN PRINT "I SHOULD
MOVE ON"
7030 IF M=7 THEN PRINT "NEARLY
"
7035 PAUSE 50
7040 GOTO 170
8000 GOSUB 8000+(100*X)+100
8010 PRINT "YOUR PROGRESS IS IMP
ROVED"
8015 PRINT "BY A";H$
8020 PRINT "WHAT ARE YOU GOING T
O DO?"

```

```

8042 IF D<I THEN PRINT "WHAT ARE
YOU GOING TO DO?"
8043 IF D<I THEN GOTO 8037
8050 LET D=D-I
8051 LET J=0
8060 GOTO 5000
8100 LET H$=" ROOF FALL"
8150 RETURN
8200 LET H$=" WIDE CHASM"
8250 RETURN
8300 LET H$="N UNDERGROUND RIVER"
8350 RETURN
8400 LET H$=" SHARP FALL"
8450 RETURN
8500 LET H$=" DEAD END"
8560 RETURN
8600 LET H$=" PRECIPICE"
8650 RETURN
8700 LET H$=" FLOODED PASSAGEWAY"
8750 RETURN
8800 LET H$=" ROCK SLIP"
8850 RETURN
8900 LET H$=" SHEER ROCK FACE"
8950 RETURN
9000 LET H$=" WATERFALL"
9050 RETURN
9100 LET H$="N UNDERGROUND LAKE"
9150 RETURN
9200 LET G=INT (RND*4)
9205 CLS
9210 IF G=0 AND F=1 THEN GOTO 92
9215 IF G=1 AND Q=1 THEN GOTO 92
9220 GOSUB 9300+(G*100)
9230 PRINT "PRESS NEWLINE TO CON
TINUE"
9231 IF INKEY$="" THEN GOTO 9231
9240 CLS
9250 GOTO 5000
9300 PRINT "YOU FIND A MAGIC R
E-GIVING YOU THE POWER OF IN
VISIBILITY"
9310 LET F=1
9320 PRINT "THIS ALLOWS YOU TO
ESCAPE FROM MONSTERS IN THE MIDD
LE OF A BATTLE"
9330 RETURN
9400 PRINT "YOU FIND A MAGIC ST
RENGTH-DOUBLES YOUR FIGHTIN
G POWER"
9410 LET Q=1
9420 RETURN
9500 PRINT "YOU FIND A B20"
9510 LET C=C+20
9520 RETURN
9600 PRINT "YOU FIND A MAGIC POW
ER-DOUBLES YOUR STRENGTH"
9610 LET D=D*2
9620 RETURN
9700 CLS
9710 PRINT "ENTER MONEY TO BE CO
NVERTED TO STRENGTH"
9720 INPUT S
9725 IF C<S THEN GOTO 9720
9730 LET C=C-S
9750 LET D=D+(3*S)
9760 CLS
9780 GOTO 191
9900 SAVE "QUEST1"
9901 RUN

```


ZX BANNERS

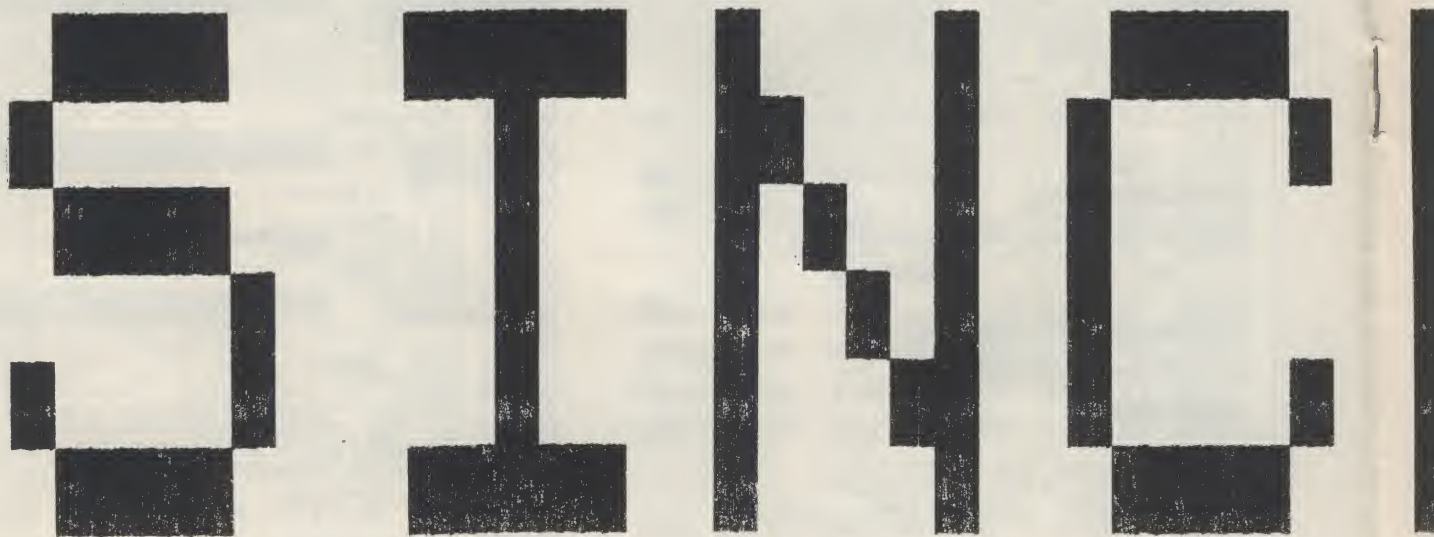
IF YOU are wondering what to do with your printer why not try ZX Banners which will print out banners of as many letters as you want each three inches high. Letters are printed sideways, so the length of a banner is restricted only by the amount of paper in the printer.

While letters and graphics will work, functions will not. The width of a letter can be changed by altering line 910—e.g., by inserting FOR F=1 to 4 would double the width.

ZX Banners was sent by Christopher Holt, of Gravesend, Kent.

```

1 REM "BANNERS"
10 DIM D$(64)
20 INPUT M$
30 FAST
40 FOR C=1 TO LEN M$
50 LET A$=M$(C)
60 IF CODE A$>63 THEN LET A$=C
HA$ (CODE M$(C)-128)
65 FOR N=0 TO 7
70 LET Z=PEEK (7680+N+8*CODE A
$)
80 FOR X=1 TO 8
90 LET Z=Z/2
100 IF Z<>INT Z THEN GOTO 500
110 LET D$(N*8+X)="0"
115 IF CODE M$(C)>63 THEN LET D
$(N*8+X)="1"
120 IF N*8+X=64 THEN GOSUB 900
130 LET Z=INT Z
140 NEXT X
150 NEXT N
160 NEXT C
170 SLOW
180 GOTO 1010
500 LET D$(N*8+X)="1"
    
```



BANNERS



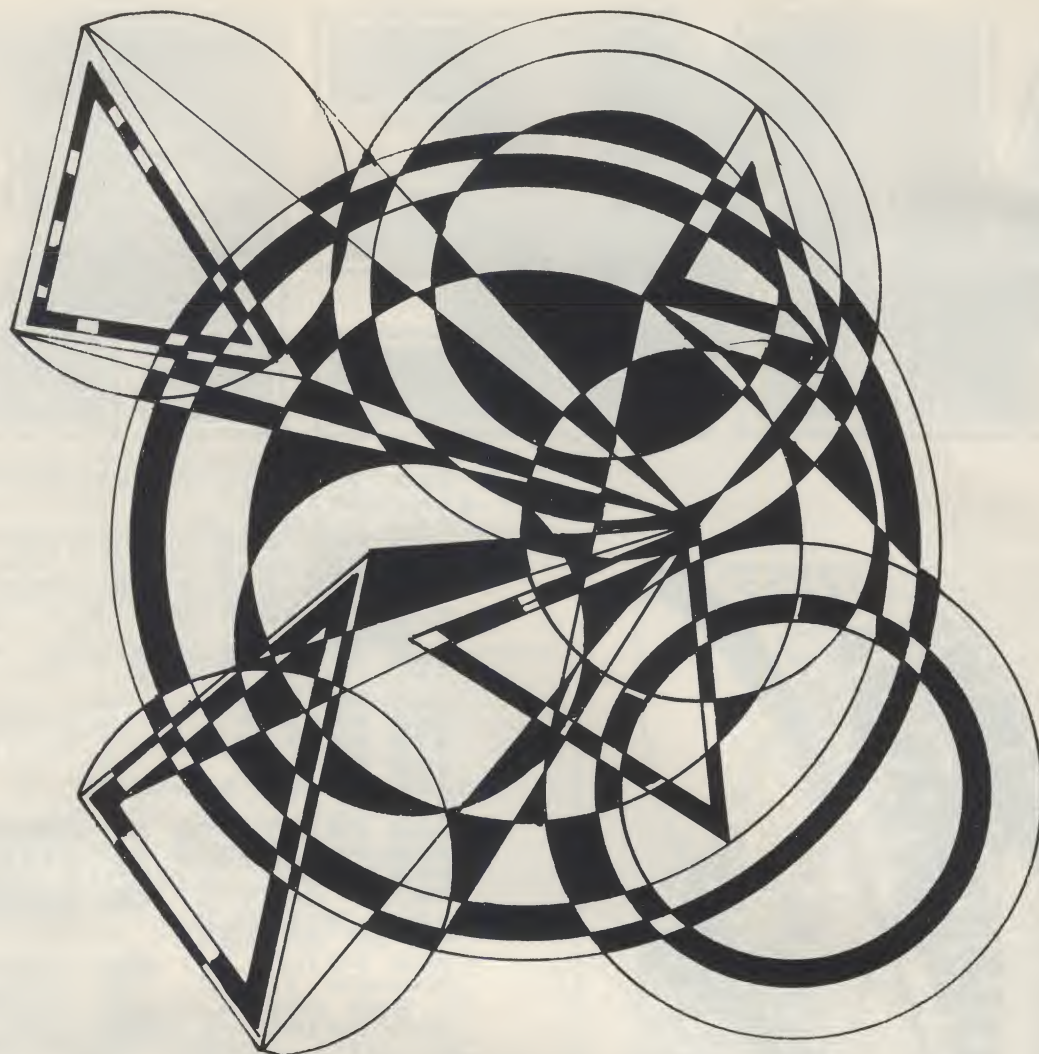
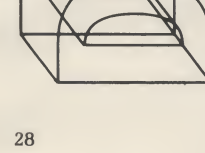
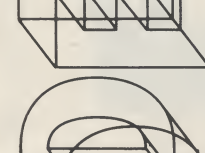
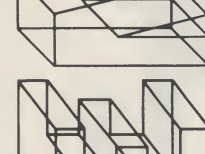
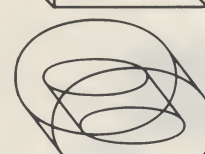
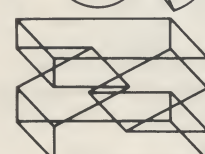
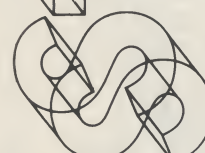
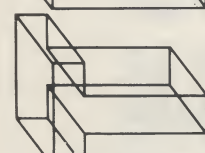
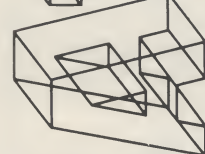
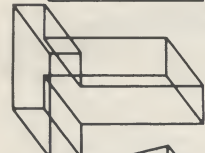
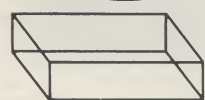
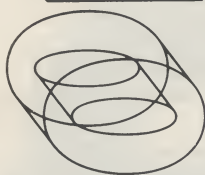
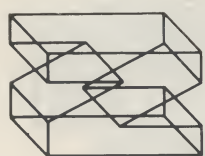
```

505 IF CODE M$(C) > 63 THEN LET D
$(N*8+X) = "0"
510 GOTO 120
900 FOR P=8 TO 1 STEP -1
910 FOR F=1 TO 2
920 FOR E=7 TO 0 STEP -1
930 IF D$(E*8+P) = "1" THEN LPRIN
T " ";
940 IF D$(E*8+P) = "0" THEN LPRIN
T " ";
950 NEXT E
960 NEXT F
970 NEXT P
980 RETURN
1000 SAVE "BANNER"
1010 CLS
1020 PRINT TAB 8; "ZY BANNERS"
1030 PRINT TAB 8; "*****"
1040 PRINT ;; "THIS PROGRAM WILL
PRINT ON THE 24 PRINTER LETTER
S AND SYMBOLS 3" HIGH IN THE F
ORM OF BANNERS"
1050 PRINT ;; "THE LENGHT OF THE
BANNER IS UP TO YOU. ENTER BEL
OW AND PRESS NEW LINE"
1060 PRINT ;; "LETTERS AND GRAPH
ICS WILL WORK FUNCTIONS WILL NO
T"
1090 GOTO 10

```

EXAMPLES OF THE PRINT ARE
ENCLOSED
THE WIDTH OF THE LETTER CAN BE
ALTERED BY CHANGING LINE 910
EG. 910 FOR F=1 TO 4
WOULD DOUBLE THE WIDTH

L A T A



DEMONSTRATION PLOTS can create an effective demonstration program if you have sufficient memory. Run it in slow mode.

```

10 FOR A = 1 TO 100
20 LET B = PI*A/50
30 PRINT AT 9*COS(B) + 10, 14*SIN(B) + 15;"inverse
   space"
40 NEXT A
50 PAUSE 200
60 CLS
70 FOR A = 1 TO 400
80 LET B = PI*A/50
85 LET C = (400 - A)/400
90 PLOT (20.5*COS(B) + 30)*C, (20*SIN(B) + 20)*C
100 NEXT A
110 PAUSE 200
120 CLS
130 FOR A = 2 TO 120
140 LET B = A*PI/30
150 PLOT A/2, SIN(B)*20 + 20
160 NEXT A
170 PAUSE 200
180 CLS
190 FOR C = 1 TO 2
200 FOR A = 2 TO 120
210 IF C = 1 THEN LET B = A*PI/60
220 IF C = 2 THEN LET B = -A*PI/60
230 PLOT A/2, SIN(B)*20 + 20
240 NEXT A
250 NEXT C

```

If you wish this to be a continuous demonstration, add:

```

260 PAUSE 200
270 CLS
280 RUN

```


Ohm's Law

OHM'S LAW, by Ken North, allows you to use Ohm's law to work out the value of volts, amps or ohms when you know two but not the third. Enter the known values when prompted, using zero for the unknown value. The display is particularly effective.

```

5 REM OHMS LAW      KEN NORTH
10 LET I=0
20 LET V=0
30 LET R=0
40 PRINT AT 2,10;"OHMS LAW"
50 PRINT AT 4,0;"INPUT VALUES
AND 0 FOR UNKNOWN"
60 PRINT AT 6,0;"VOLTS ";
80 INPUT V
90 PRINT V
100 PRINT AT 10,4;"AMPS ";
110 INPUT I
120 PRINT I
130 PRINT AT 14,8;"OHMS ";
140 INPUT R
150 PRINT R
160 IF V=0 THEN GOTO 300
170 IF I=0 THEN GOTO 400
180 LET R=V/I
190 PRINT AT 14,13;R
200 PAUSE 4E4
210 CLS
220 RUN
300 LET V=I*R
310 PRINT AT 6,6;V
320 GOTO 200
400 LET I=V/R
410 PRINT AT 10,9;I
420 GOTO 200

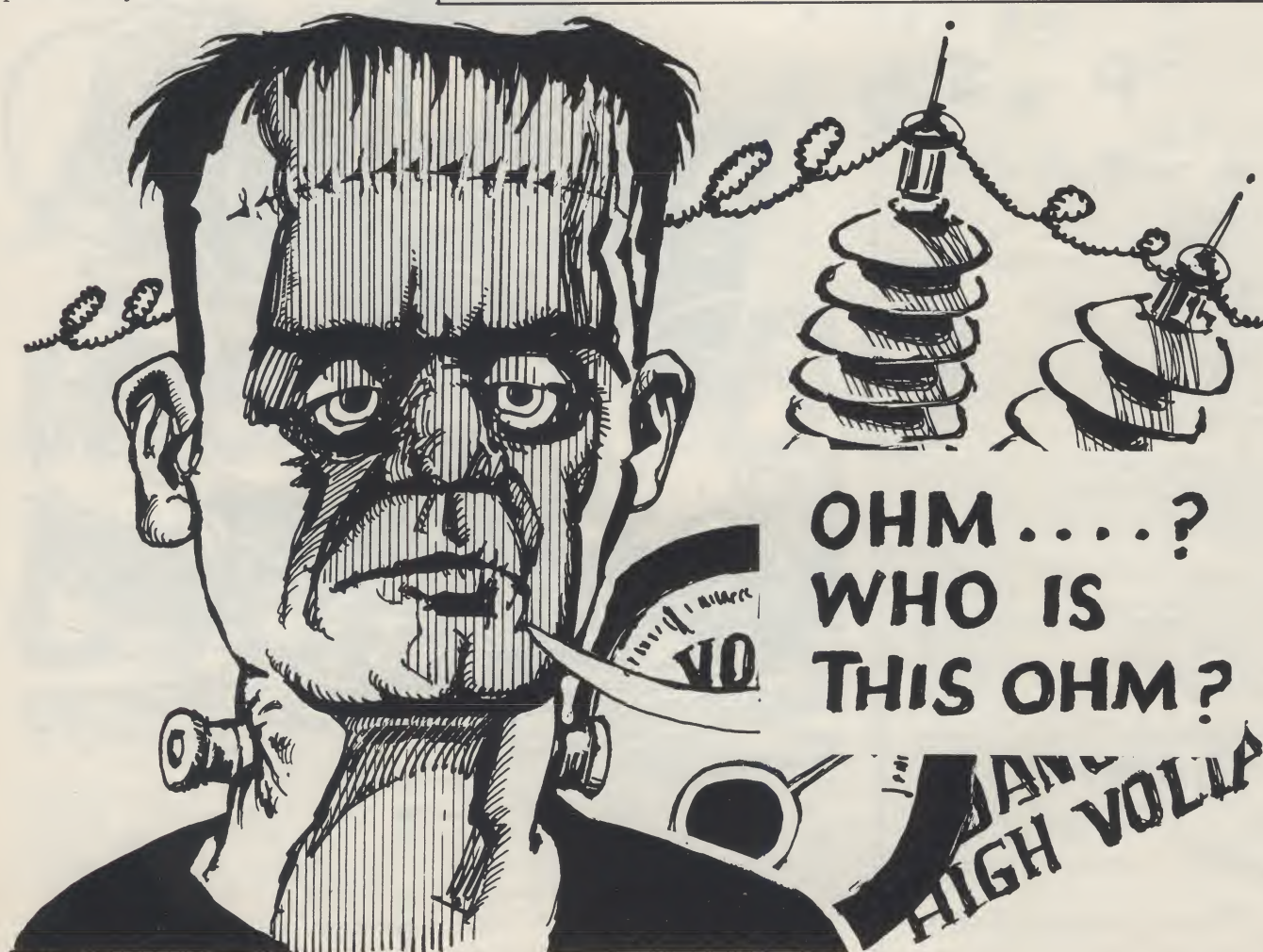
```

OHMS LAW

INPUT VALUES AND 0 FOR UNKNOWN
VOLTS 240

AMPS 7.0588235

OHMS 34



THE ZX-80 String Sort routine, which occupies only 306 bytes, was written by John Edwards of Coventry. He writes: "The only place to store strings in the ZX-80 is in the VARS store, there being no DIM A\$. So to sort strings into alphabetical order, it is necessary to work in that section".

Lines 7 to 18 allow you to enter eight strings, each called A\$ at first and then POKEd to H\$ to A\$. Subroutine 48 looks through 110 bytes of VARS to find the address of A\$ to H\$ (134 to 141) and stores that numerical information in A (0 to 7). Subroutine 30 swaps the names of two adjacent strings.

Lines 71 to 80 are a bubble sort. The POKEs change the A and B in line 75 to BC, CD, DE and the like and I changes. That saves a good deal of space—and typing; 16675/8 is the number of bytes from the start of the program (+16424).

To search all the VARS section, use:

```
40 LET L = PEEK (16394) + PEEK
(16395) * 256
```

```
48 FOR Q = 0 TO L - V
```

Lines 73 and 74 will also need altering.

THE ZX80 STRING SORT

```
5 DIM A(7)
7 FOR J=0 TO 7
8 LET V=PEEK(16392)+PEEK(16393)*256
10 INPUT A$
12 PRINT A$
14 GOSUB 48
16 POKE A(0), 141 - J
18 NEXT J
19 PRINT
20 GOTO 70

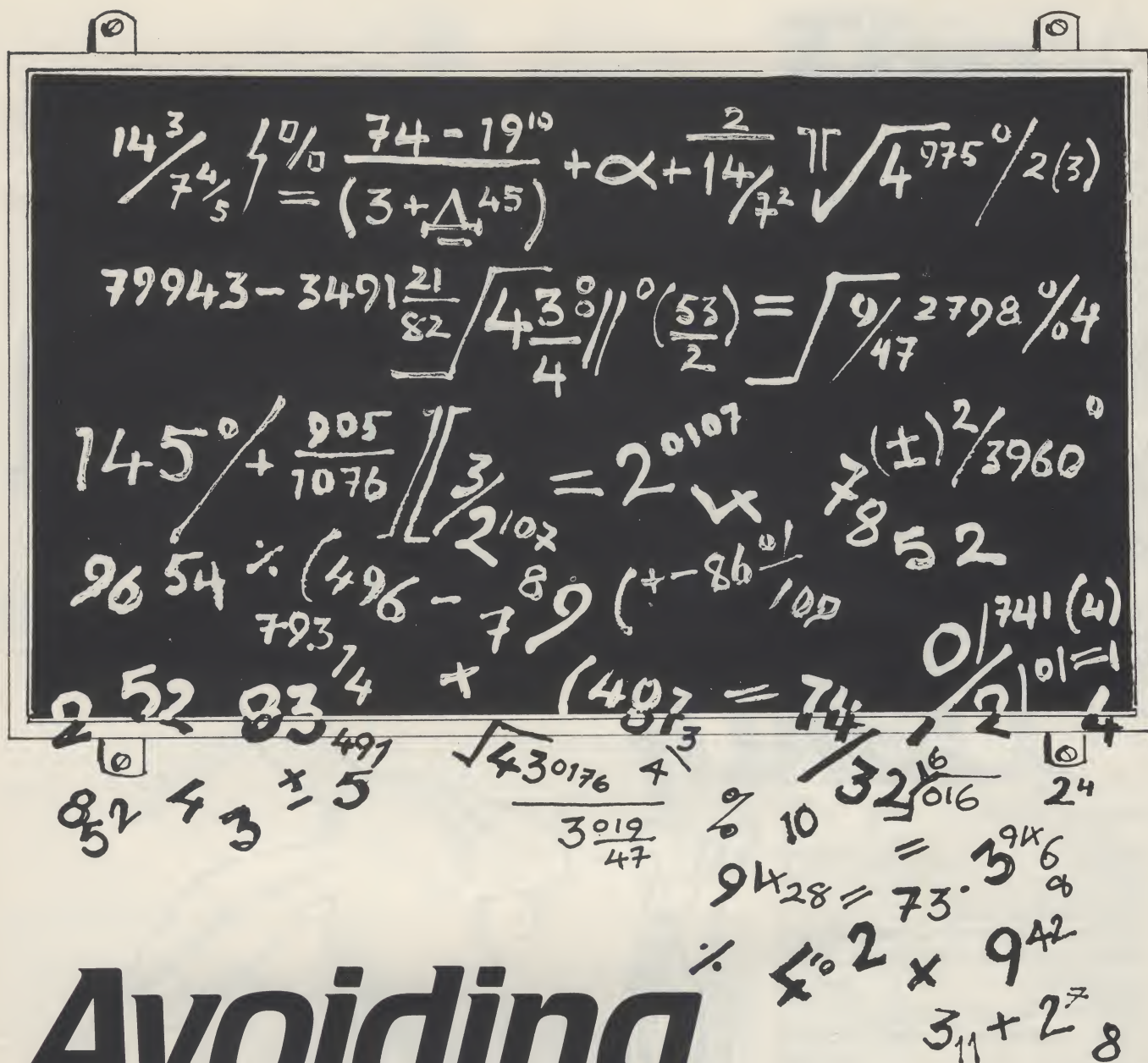
30 POKE A(I), 135 + I
32 POKE A(I+1), 134 + I
33 GOSUB 48
35 RETURN

48 FOR Q=V TO V+110
50 LET Z=PEEK(Q)
51 IF Z > 133 AND Z < 142 THEN LET A(Z
-134)=Q
60 NEXT Q
65 RETURN

71 FOR J=0 TO 6
72 FOR I=0 TO 6 - J
73 POKE 16675, 84 + I
74 POKE 16378, 85 + I
75 IF A$ > B$ THEN GOSUB 30
79 NEXT I
80 NEXT J

100 PRINT A$, B$, C$, D$, E$, F$, G$, H$
```





Avoiding the ZX-80 Overflow

WITH MOST mathematical operations on the ZX-80, care must be taken to avoid arithmetic overflow. That can be done by defining input limits to avoid a program crash but it can involve a good deal of calculating.

This program, by G A Rooker of Hendon, demonstrates a better method of avoiding arithmetic over-

flow, in this case for an exponentiation calculation.

Lines 80 to 120 test to see if the expression $32767/A^{**}B$ is less than unity. If it is, then $A^{**}B$ is obviously greater than 32767 and the calculation at line 130 is avoided. The principle can be applied to other calculations.

The program fits in 1K.

```

10 PRINT "A TO THE POWER OF B"
20 PRINT
30 PRINT "A", "B", "RESULT"
40 INPUT A
50 PRINT A,
60 INPUT B
70 PRINT B,
80 LET C=32767
90 FOR D=1 TO B
100 LET C=C/A
110 NEXT D
120 IF C<1 THEN GOTO 160
130 LET E=A**B
140 PRINT E
150 GOTO 40
160 PRINT "TOO HIGH"
170 GOTO 40

```

© G A Rooker, 1981.

ANDREW GOODRIGHT from Cheam, Surrey, sent this ZX-80 Stopwatch game, in which you have to guess the time elapsed from a starting-point, the ZX-90 naming a time and the playing, starting and stopping the clock. The computer also rates your efforts.

You get 10 points if you are within two seconds of the correct time, eight points for being within two to three seconds of the time, six points for four to six seconds, three points if you are between seven and 10 seconds, and no points if you are more than 10 seconds out.

The variables:

J—The number of tries the player had had.

P—The player's score.

N—The time for which the player is aiming.

TE—The time the player achieves.

Note that the program works by accessing the ZX-80 frame counter—addresses 16414 and 16415. Goodright has used the popular convention of an underlined asterisk (*) to indicate a space in this listing.

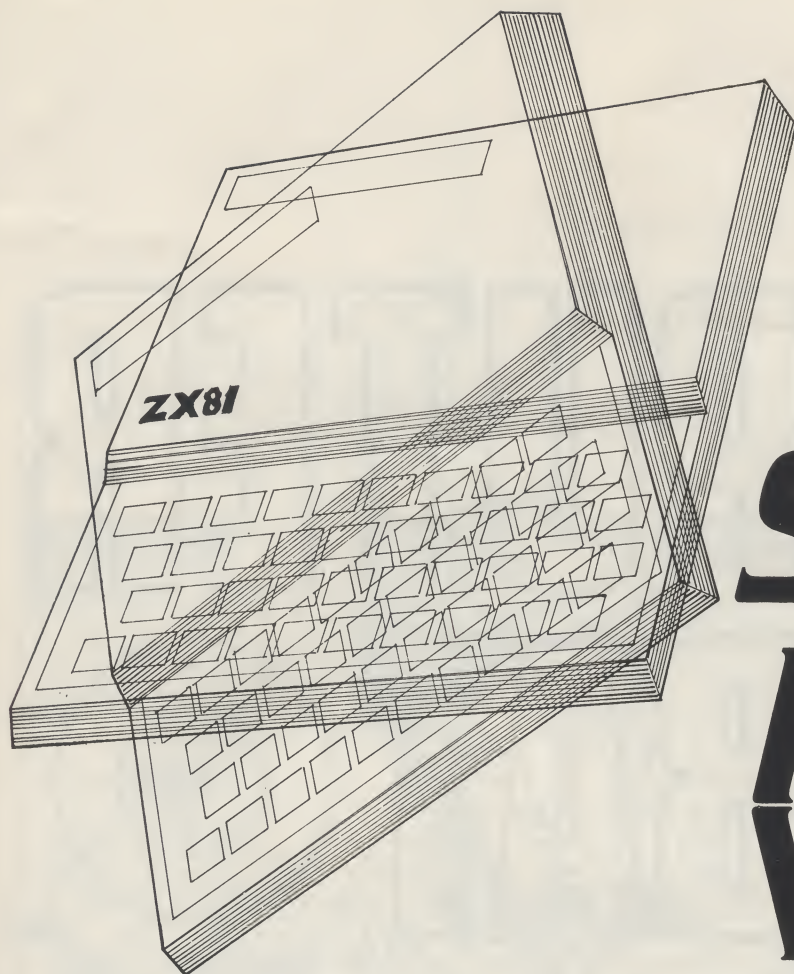
```

100 REM ** STOPWATCH * GAME
110 LET J=0
120 LET P=0
130 CLS
140 LET J=J+1
150 LET N=RND(50)+10
160 PRINT "TO *"; CHR$(184); CHR$(185);
CHR$(166); CHR$(183); CHR$(185); " * CLOCK
 * PRESS N/L"
170 PRINT
180 PRINT CHR$(184); CHR$(185);
CHR$(180); CHR$(181); " * AFTER *"; N; " *
SEC"
190 INPUT A$
200 POKE 16414,0
210 POKE 16415,0
220 PRINT
230 PRINT "TO *"; CHR$(184); CHR$(185);
CHR$(180); CHR$(181); " * PRESS * N/L"
240 INPUT A$
250 CLS
260 LET TE=((PEEK(16415)*256+
PEEK(16414)-4)*2)/100
270 LET TD=ABS(N-TE)
280 IF 11 > TD AND TD > 7 OR TD=7 THEN
LET P=P+3
290 IF 7 > TD AND TD > 4 OR TD=4 THEN
LET P=P+6
300 IF 4 > TD AND TD > 2 OR TD=2 THEN
LET P=P+8
310 IF TD > 10 THEN PRINT "TERRIBLE"
320 IF 2 > TD AND TD > 0 OR TD=0 THEN
LET P=P+10
330 PRINT "YOU * STOPPED * THE * CLOCK
 * AT *"; TE; " * SEC, ***"; TD; " * SEC * FROM
 *"; N; " * SEC"
340 PRINT "DO * YOU * WISH * TO *
CONTINUE? * (Y/N)"
350 INPUT A$
360 IF A$="Y" THEN GOTO 130
370 IF NOT A$="N" THEN GOTO 350
380 CLS
390 PRINT "YOU * SCORED *"; P; " * PT * OUT
 * OF * A1", " * POSSIBLE *"; J*10
400 STOP

```

STOP WATCH





The ZX81 Screen Invert Utility

Z-80 ASSEMBLY LISTING

```

        LD HL, (D-FILE)
        LD B, 23
        DEC HL
NEXT    INC HL
        LD A, (HL)
        CP 118
        JR NZ, INV
        DJNZ NEXT
        RET
INV     ADD A, 128
        LD (HL), A
        JR NEXT

```

HEX. DUMP

```

2A 0C 40 06 17 2B 23 7E
FE 76 20 03 10 F8 C9 C6
80 77 18 F2

```

```

POKE 16389,127
POKE 16388,188
10 FOR C=32700 TO 32719
20 INPUT N
30 POKE C,N
40 PRINT C;TAB 8;N;PEEK C
50 NEXT C

```

WITH THE FOLLOWING DATA, USE THE
ABOVE BASIC PROGRAM TO LOAD THE
MACHINE CODE

```

42,12,64,6,23,43,35,126,254,118,
32,3,16,246,201,198,128,119,24,
242

```

(C) JOHN MILLER

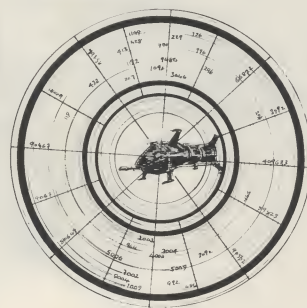
FIFTEEN-year-old John Miller, of Farlington, Portsmouth, has written a machine-code routine, *Invert*, to invert the whole screen of the ZX-81 with $3\frac{1}{2}$ or more K—or 1K, so long as 22 lines have been PRINTED to the screen. The routine takes 1/50 of a second in the FAST mode and 4/50 of a second in SLOW.

It is a very useful routine for game explosions, advertising displays and the like. The listing shows an Assembly listing, a hexadecimal dump and the Basic loader program.

Use RAND USR 32700 to call the routine. The routine returns the value of the remainder of the result of dividing the address where the routine starts. If loaded to 32700, the routine returns the remainder of $32700/256$ —that is 188. Therefore, RAND USR 32700 will, as well as inverting the screen, set the RANDOM seed to 188—i.e., RAND 188.

The routine uses only 20 bytes. Miller tried loading the routine to the last 20 bytes of RAM but that crashed the system, even though RAMTOP is set below those bytes. That should not cause the system to crash by a corruption of the Stack. We would be interested in hearing from anyone who can explain why the system crashes in that circumstance.

COMPUTER COMBAT



THE FIRST question often asked about a new machine is "Does it play *Space Invaders*?" Though a 1K machine has considerable difficulty getting anywhere near, *Computer Combat* for 1K ZX-81 is a type of mini space invaders but with only one invader and one base and a much slower rate of firing.

The object of the game is to hit the invader as many times as possible before it lands or you run out of missiles. Twenty-five missiles normally are given but that can be altered by changing the value of B in line 5.

You receive five points for hitting it but lose one if you miss. Use keys 5 and 8 to move left and right respectively and key 0 to fire. The invaders' missiles are shown as an asterisk and yours as a cross. The program is good for beginners, as it is easy to understand the function of each line as there are none of the usual POKES and PEEKS or other complicated functions.

If you want to get more memory, enter in direct mode the following BEFORE entering the program:

POKE 16389,68 followed by NEWLINE
NEW followed by NEWLINE

The program will run continuously until the BREAK key is used.

Computer Combat was sent in by 15-year-old Anthony Wells, of Totnes, Devon.

```

5 LET B=VAL "25"
10 LET S=PI-PI
15 LET M=PI-PI
20 LET X=VAL "16"
25 LET Y=PI-PI
30 LET M=M+2
35 IF M>VAL "20" THEN GOTO VAL
  "100"
40 CLS
45 LET R=INT (RND*5)
50 IF R=3 THEN GOSUB 155
55 PRINT AT M,Y;"*"
60 LET Y=Y+VAL "2"
65 IF Y=VAL "30" THEN GOTO 25
70 PRINT AT 21,X;"+"
75 LET X=X+(INKEY$="8")*3-(INKEY$="5")*3
80 IF INKEY$="0" THEN GOSUB 11
5
85 IF B<=VAL "0" THEN GOTO VAL
  "100"
95 GOTO VAL "40"
100 PRINT AT 12,10;"SCORE=";S
105 PAUSE VAL "300"
110 RUN
115 PRINT AT M,X;"+"
120 IF X+1<>Y THEN LET S=S-1
125 IF X+1=Y THEN PRINT AT M,X-
1;"*"*
130 IF X+1=Y THEN LET S=S+5
135 LET B=B-VAL "1"
140 RETURN
145 PAUSE VAL "50"
150 GOTO VAL "40"
155 PRINT AT 21,Y;CHR$ 23
160 IF X=Y THEN GOSUB VAL "170"
165 RETURN
170 PRINT AT 21,Y;"<*>"
175 PAUSE VAL "40"
180 LET S=S-VAL "5"
185 RETURN

```





Cricket Averages

A PROGRAM designed to be useful with other cricket games, e.g., the Video Software Test Match and the Emvee Software Mini Cricket is Cricket Averages, submitted by G Evans of Dartford, Kent.

The program is far too long to input—about three hours—and the description may or may not need to include the listing of variables included by the writer. So it is completely untested.

```

5 REM
10 PRINT TAB 5; "CRICKET AVERAGES"
15 PRINT TAB 5; "BY G. EVANS"
20 PRINT AT 3,0; "HOW MANY TEAMS"
30 FOR Y=1 TO 10
40 INPUT TEAMS
50 DIM A$(TEAMS,15)
60 DIM B$(15,TEAMS,3)
70 DIM I(15,TEAMS)
80 DIM R(15,TEAMS)
90 DIM H(15,TEAMS)
100 DIM F(15,TEAMS)
110 DIM C(15,TEAMS)
120 DIM A(15,TEAMS)
130 FOR L=1 TO TEAMS
140 PRINT "ENTER TEAM ";L;" "
150 INPUT A$(L)
160 PRINT A$(L)
170 PRINT "NO. OF PLAYERS (MAX. OF 15)?"
180 INPUT PLAYERS
190 PRINT PLAYERS

```

```

200 DIM I(15,TEAMS)
210 DIM R(15,TEAMS)
220 DIM H(15,TEAMS)
230 DIM F(15,TEAMS)
240 DIM C(15,TEAMS)
250 DIM A(15,TEAMS)
260 FOR L=1 TO TEAMS
270 PRINT "ENTER TEAM ";L;" "
280 INPUT A$(L)
290 PRINT A$(L)
300 PRINT "NO. OF PLAYERS (MAX. OF 15)?"
310 INPUT PLAYERS
320 PRINT PLAYERS

```

```

150 FOR Z=1 TO PLAYERS
160 CLS
170 PRINT "NAME NO.";Z;"=";
180 INPUT B$(Z,L)
190 PRINT B$(Z,L)
200 PRINT "NO. OF INNINGS ?";
210 INPUT I(Z,L)
220 PRINT I(Z,L)
230 FOR Y=1 TO I(Z,L)
240 PRINT AT 2,0;"SCORE ";Y;" ("
250 INPUT M$
260 PRINT M$
270 IF M$(LEN M$)="/" THEN LET
N(Z,L)=N(Z,L)+1
280 IF M$(LEN M$)="/" THEN LET
M$=M$ TO LEN M$-1
290 LET R(Z,L)=R(Z,L)+VAL M$
300 IF Y=1 THEN LET H(Z,L)=R(Z,
L)
310 IF VAL M$>H(Z,L) THEN LET H
(Z,L)=VAL M$
320 IF VAL M$>50 AND VAL M$<10
0 THEN LET F(Z,L)=F(Z,L)+1
330 IF VAL M$>100 THEN LET C(Z,
L)=C(Z,L)+1
340 LET A(Z,L)=R(Z,L)/(I(Z,L)-N
(Z,L))
350 LET A(Z,L)=INT (A(Z,L)+0.5)
360 NEXT Y
370 NEXT Z
380 GOSUB 950
390 CLS
400 PRINT A$(L)
410 PRINT AT 2,0;"I NO RUNS HS
H AV"
420 FOR Z=1 TO PLAYERS
430 PRINT B$(Z,L);TAB 8;I(Z,L);
TAB 11;N(Z,L);TAB 14;R(Z,L);TAB
17;F(Z,L);TAB 20;C(Z,L);TAB 23;
A(Z,L);TAB 26;H(Z,L)
440 NEXT Z
450 PRINT AT 20,0;"DO YOU WANT
A PRINT-OUT OF THIS TABLE(Y/N)?"
460 INPUT L$
470 PRINT AT 20,0;" (43)
"
480 IF L$="Y" THEN COPY
490 PAUSE 200
500 POKE 16437,255
510 CLS
520 PRINT "DO YOU WANT BOWLING
AVERAGES FOR ";A$(L);" (Y/N)?"
530 INPUT L$
540 IF L$="Y" THEN GOSUB 3000
550 NEXT L
560 STOP
570 FAST
1000 FOR M=1 TO PLAYERS-1
1010 FOR J=1 TO PLAYERS-M
1020 IF A(J,L)=A(J+1,L) THEN GOT
O 1040
1030 GOSUB 2000
1040 NEXT J
1050 NEXT M
1060 SLOW
1070 RETURN
2000 LET X=A(J+1,L)
2010 LET A(J+1,L)=A(J,L)
2020 LET A(J,L)=X
2030 LET X=I(J+1,L)
2040 LET I(J+1,L)=I(J,L)
2050 LET I(J,L)=X
2060 LET X=B$(J+1,L)
2070 LET B$(J+1,L)=B$(J,L)
2080 LET B$(J,L)=X
2090 LET X=N(J+1,L)
2100 LET N(J+1,L)=N(J,L)
2110 LET N(J,L)=X
2120 LET X=R(J+1,L)
2130 LET R(J+1,L)=R(J,L)
2140 LET R(J,L)=X
2150 LET X=H(J+1,L)
2160 LET H(J+1,L)=H(J,L)
2170 LET H(J,L)=X
2180 LET X=F(J+1,L)
2190 LET F(J+1,L)=F(J,L)
2200 LET F(J,L)=X
2210 LET X=C(J+1,L)
2220 LET C(J+1,L)=C(J,L)
2230 LET C(J,L)=X
2240 RETURN
3000 CLS
3010 PRINT "HOW MANY BOWLERS?"
3020 INPUT BOWLERS
3030 DIM C$(BOWLERS,12)
3040 DIM O(BOWLERS)
3050 DIM S(BOWLERS)
3060 DIM B(BOWLERS)
3070 DIM L(BOWLERS)
3080 FOR Z=1 TO BOWLERS
3090 PRINT "BOWLER NO.";Z;"=";
3100 INPUT C$(Z)
3110 PRINT "TOTAL NO. OF OVERS "
3120 INPUT O(Z)
3130 PRINT O(Z)
3140 PRINT "TOTAL NO. OF WICKETS"
3150 INPUT W(Z)
3160 PRINT W(Z)
3170 PRINT "TOTAL NO. OF RUNS ";
3180 INPUT S(Z)
3190 PRINT S(Z)
3200 CLS
3210 LET L(Z)=S(Z)/(Z)
3220 LET L(Z)=INT (L(Z)+0.5)/
10
3230 NEXT Z
3240 FAST
3250 FOR P=1 TO BOWLERS-1
3260 FOR M=1 TO BOWLERS-P
3270 IF L(M)>L(M+1) THEN GOTO 32
10
3280 GOSUB 3500
3290 NEXT M
3300 NEXT P
3310 SLOW
3320 PRINT AT 1,12;" 0 RUNS W
AV"
3330 FOR M=1 TO BOWLERS
3340 PRINT C$(M);TAB 13;O(M);TAB
16;S(M);TAB 23;W(M);TAB 27;L(M)
3350 NEXT M
3360 PRINT AT 20,0;"DO YOU WANT
A PRINT-OUT OF THIS TABLE(Y/N)?"
3370 INPUT L$
3380 PRINT AT 20,0;" (43)
"
3390 IF L$="Y" THEN COPY
3400 PAUSE 200
3410 RETURN
3420 POKE 16437,255
3430 LET X=O(M+1)
3440 LET O(M+1)=O(M)
3450 LET O(M)=X
3460 LET X=W(M+1)
3470 LET W(M+1)=W(M)
3480 LET W(M)=X
3490 LET X=S(M+1)
3500 LET S(M+1)=S(M)
3510 LET S(M)=X
3520 LET X=L(M+1)
3530 LET L(M+1)=L(M)
3540 LET L(M)=X
3550 LET X=C$(M+1)
3560 LET C$(M+1)=C$(M)
3570 LET C$(M)=X
3580 RETURN

```


PROGSAVE AND PROGRETRIEVE

PROGSAVE PROGRETRIEVE RAMTOP BASIC ERASE 16509

FOR THE more technically-minded, here are two useful machine code routines for the ZX-81. If you have ever been annoyed at having to lose a program in memory when wanting to load another from tape, even though both could fit easily, then Progsave and Progretrieve could be the answer.

The routine copies the program presently in RAM to above RAMTOP. Though RAMTOP is relocated to make room, nothing already above RAMTOP is changed. If there is not sufficient memory, the program will return to Basic.

Using the routine, any program can be disassembled—many disassemblers needing to be in RAM, not above RAMTOP. To load programs from tape without losing the program already in RAM, Progsave must be used in conjunction with Progretrieve. That routine will restore a program from above RAMTOP to address 16509 and thus any program already in memory will be moved up in memory; you may need to re-number after use. The copy above RAMTOP is erased and RAMTOP is re-set to the value it had before running Progsave.

To use the routines the following instructions may help:

Write main section of program; run Progsave; load subroutines needed from tape; run Progretrieve; re-number if necessary.

After completing that the program will be the main program followed by the subroutines. If any line numbers clash, the only method of re-numbering is to use a re-number routine—using the EDIT key will not work.

Progsave and Progretrieve were sent by John Hardman, of Welling, Kent.

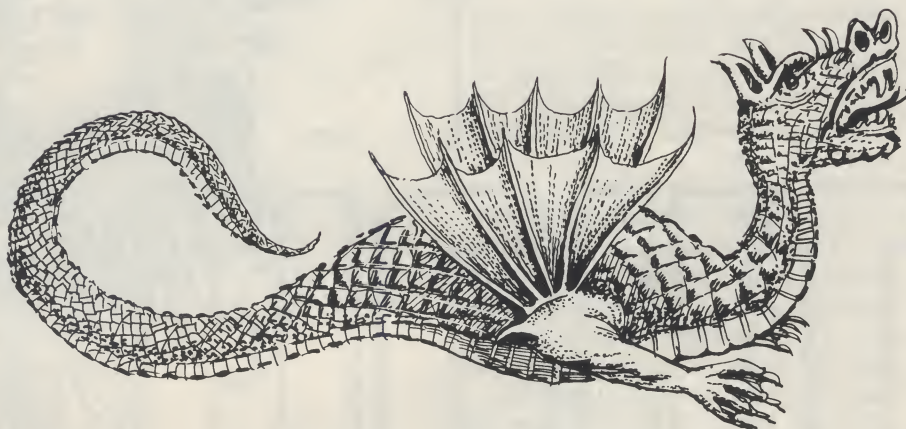
4082	ORG 16514
4082 2A0C40	LD HL,(16396)
4085 117D40	LD DE,16509
4088 A7	AND A
4089 ED52	SBC HL,DE
408B EB	EX DE,HL
408C D5	PUSH DE
408D 2A0440	LD HL,(16388)
4090 A7	AND A
4091 1D52	SBC HL,DE
4093 EB	EX DE,HL
4094 2A1040	LD HL,(16400)
4097 A7	AND A
4098 ED52	SBC HL,DE
409A D1	POP DE
409B F0	RET P
409C 2A0440	LD HL,(16388)
409F A7	AND A
40A0 ED52	SBC HL,DE
40A2 2B	DEC HL
40A3 2B	DEC HL
40A4 220440	LD (16388),HL
40A7 72	LD (HL),D
40A8 23	INC HL
40A9 73	LD (HL),E
40AA 23	INC HL
40AB 42	LD B,D
40AC 4B	LD C,E
40AD 117D40	LD DE,16509
40B0 EB	EX DE,HL
40B1 ED80	LDIR
40B3 C9	RET
4082	ORG 16514
4082 2A0440	LD HL,(16388)
4085 46	LD B,(HL)
4086 23	INC HL
4087 4E	LD C,(HL)
4088 23	INC HL
4089 117D40	LD DE,16509
408C EB	EX DE,HL
408D E5	LABEL:PUSH HL
408E C5	PUSH BC
408F 1A	LD A,(DE)
4090 13	INC DE
4091 D5	PUSH DE
4092 ED530440	LD (16388),DE
4096 CD2605	CALL 0526H
4099 B3	POP DE
409A C1	POP BC
409B E1	POP HL
409C 23	INC HL
409D 0B	DEC BC
409E 78	LD A,B
409F B1	OR C
40A0 20EB	JR NZ,LABEL
40A2 C9	RET


```

10 REM "SMAUG"
15 REM C M CORNS
20 LET X=0
30 RAND
40 PRINT TAB 3;"SMAUG THE DRAGON"
50 PRINT AT 7,0;"DO YOU NEED AN EXPLANATION OF,"THE STORY? Y OR N"
60 INPUT Q$
70 IF Q$="Y" THEN GOTO 110
80 IF Q$="N" THEN GOTO 120
90 PRINT AT 10,0;"MAKE UP YOUR MIND..."
100 GOTO 60
110 GOSUB 1000
120 CLS
130 GOSUB 2000
135 SLOW
140 CLS
145 GOTO 3000
150 IF X<0 THEN GOTO 140
160 IF Y=E AND ARK=0 THEN GOTO 7000
164 IF Y=E AND ARK=1 THEN GOTO 170
166 IF Y<E THEN GOTO 200
170 PRINT TAB 4;"-----"
180 PRINT TAB 2;"--"
185 PRINT "GANDALF WILL MAKE YOU AN,"HONORARY HOBBIT."
190 GOTO 230
200 IF Y<BALROG THEN GOTO 230
210 PRINT TAB 9;"-----"
215 PRINT TAB 5;"--"
220 PRINT "ANOTHER GAME? (Y OR N)"
230 INPUT Q$
240 IF Q$="Y" THEN GOTO 120
250 PRINT TAB 13;"-----"
260 STOP
270 CLS
280 PRINT "YOUR AIM IS TO FIND SMAUG AND,"KILL HIM SO THAT YOU CAN TAKE,"THE ARKENSTONE."
290 PRINT "SMAUG LIVES IN A NETWORK OF 2,"INTERCONNECTING CAVES,"EACH CAVE HAS 3 EXITS LEADING FROM IT"
300 PRINT "THERE ARE DANGERS THOUGH - THREE - CAVES CONTAIN ORCS WHO CAN,"MAGICALLY TRANSPORT YOU TO,"ANOTHER CAVE AT RANDOM."
310 PRINT "YOU ONLY HAVE 5 ARROWS WITH,"WHICH TO KILL SMAUG - USE,"THEM WISELY."
320 PRINT "PRESS NEWLINE TO CONTINUE"
330 INPUT Q$
340 CLS
350 PRINT "WHEN YOU SHOOT AT SMAUG YOU,"MIGHT BE LUCKY AND KILL HIM,"OR HE MIGHT RUN AWAY (TAKING),"THE ARKENSTONE WITH HIM) OR HE,"MAY ATTACK YOU"
360 PRINT "OH, I NEARLY FORGOT"
370 PRINT "ONE CAVE HAS A BALROG IN IT,"THIS IS AN THING,"WHICH WILL KILL YOU ON SIGHT"
380 PRINT "PRESS NEWLINE TO CONTINUE"
390 INPUT Q$
400 RETURN
410 LET S=5
420 FAST
430 LET B$="BCJADEADNBOGBOH"
440 LET B$=B$+"LRSELELMRSANP"
450 LET B$=B$+"NOPFGHIOTCUKKOT"
460 LET B$=B$+"JKTHOSHFHIFIOOPH"
470 LET A$=B$
480 GOSUB 3500
490 LET Y=R
500 GOSUB 2500
510 LET E=R
520 IF E=Y THEN GOTO 2000
530 GOSUB 2500
540 LET ORC1=R
550 IF ORC1=Y OR ORC1=E THEN GOTO 210
560 GOSUB 2500
570 LET ORC2=R
580 IF ORC2=Y OR ORC2=E OR ORC2=ORC1 OR ORC2=E THEN GOTO 210
590 GOSUB 2500
600 LET ORC3=R
610 IF ORC3=Y OR ORC3=E OR ORC3=ORC1 OR ORC3=E OR ORC3=ORC2 THEN GOTO 2200
620 GOSUB 2500
630 LET SMAUG=R
640 IF SMAUG=Y OR SMAUG=E OR SMAUG=ORC1 OR SMAUG=ORC2 OR SMAUG=ORC3 OR SMAUG=ORC2 THEN GOTO 2200
650 LET ARK=0
660 LET X=X+1
670 RETURN
680 LET R=INT (RAND*20)+1
690 RETURN
700 IF Y=E OR Y=BALROG THEN GOTO 3200
710 IF Y=SMAUG THEN GOTO 3270
720 IF Y=ORC1 OR Y=ORC2 OR Y=ORC3 THEN GOTO 3250
730 PRINT "YOU ARE IN ROOM";Y
740 GOSUB 8000
750 PRINT "TUNNELS LEAD TO";R1;"R2";"R3"
760 IF ARK=1 THEN GOSUB 3500
770 IF R1=E OR R2=E OR R3=E THEN GOTO 3150
780 GOTO 3160
790 PRINT "WHERE WILL YOU MOVE TO?"
800 INPUT Y
810 PRINT Y
820 IF Y=R1 OR Y=R2 OR Y=R3 THEN GOTO 3240
830 PRINT "YOU CANNOT - TRY AGAIN"
840 GOTO 3160
850 LET X=0
860 GOTO 150
870 GOTO 4000
880 GOTO 3000
890 IF S=0 THEN GOTO 3310
900 PRINT "YOU HAVE NO ARROWS LEFT"
910 PRINT "SMAUG HAS TAKEN THE ARKENSTONE"
920 GOTO 3300
930 GOTO 3300
940 GOSUB 5000
950 IF Q$="Y" THEN GOTO 3000
960 GOTO 3240
970 IF R1=BALROG OR R2=BALROG OR R3=BALROG THEN GOTO 3550
980 GOTO 3500
990 PRINT "SMAUG IS WARNING YOU,"THAT BALROGS ARE NEAR....."

```

SMAUG



SMAUG is an Adventure game based on a circular maze of rooms.

The object is obviously to find a dragon called Smaug and then kill it. On the way you risk being transported to other caves by Orcs or catching sight of a dreaded Balrog, which is fatal instantly.

Having slain the dragon, you must

steal the Arkenstone which assists you by protecting you from Orc-porting and also warns of impending Balrogs.

Smaug has no graphics built in yet but perhaps that could be the next development for interested readers.

The program requires 5K and was submitted by Mrs C M Corns of Enfield.

```

3550 RETURN
3600 PRINT TAB 4;"-----"
3605 IF ARK=1 THEN GOTO 4027
4010 LET G=INT (RAND*20)+1
4020 LET Y=G
4025 PRINT "YOU HAVE BEEN ORC-PORTED TO,"ROOM";G
4026 GOTO 4030
4027 PRINT "BUT YOU HAVE THE ARKENSTONE,"ORC MAGIC IS NO GOOD NOW"
4028 GOTO 3060
4030 GOTO 3260
5000 PRINT TAB 5;"-----"
5010 PRINT "SHOOT OR RUN?,"REPLY S OR R"
5020 INPUT Q$
5030 IF Q$="S" THEN GOTO 5080
5040 IF Q$="R" THEN GOTO 5070
5050 PRINT "ANSWER QUICKLY"
5060 GOTO 5010
5070 RETURN
5080 PRINT TAB 12;"-----"
5090 LET Q=AND
5100 IF Q<=.33 THEN GOSUB 6000
5110 IF Q<=.66 AND Q>.33 THEN GOTO 6100
5120 IF Q>.66 THEN GOSUB 6200
5130 RETURN
5000 PRINT TAB 8;"-----"
5010 PRINT "SMAUG IS NEAR"
5020 GOTO 230
5030 RETURN
5100 PRINT "YOU MISSED, SMAUG RAN AWAY","HE HAS TAKEN THE ARKE-

```

```

NSTONE" "WITH HIM"
5110 GOSUB 8000
5120 LET SMAUG=R2
5130 IF SMAUG=E OR SMAUG=BALROG THEN GOTO 6100
5140 GOTO 6190
5150 LET SMAUG=R1
5160 IF SMAUG=E OR SMAUG=BALROG THEN GOTO 6180
5170 GOTO 6190
5180 LET SMAUG=R3
5190 GOTO 3060
5200 PRINT TAB 4;"-----"
5210 PRINT TAB 3;"-----"
5220 PRINT "BUT CAN YOU ESCAPE TO THE EXIT?"
5230 LET ARK=0
5240 GOTO 3060
5270 RETURN
7000 PRINT TAB 10;"-----"
7010 PRINT "YOU HAVE NOT GOT THE ARKENSTONE, IF YOU RETURN,"WITHOUT IT GANDALF WILL TURN,"YOU INTO A BEETLE. GO BACK AND,"FETCH IT"
7020 LET X=1
7030 GOTO 3060
8000 FOR I=1 TO Y
8010 LET R1=CODE (A$)-37
8020 LET R2=CODE (A$)-37
8030 LET R3=CODE (A$)-37
8040 LET R4=CODE (A$)-37
8050 LET R5=CODE (A$)-37
8060 LET R6=CODE (A$)-37
8070 NEXT I
8080 LET A$=B$
8100 RETURN

```


Wizard-Wiz

WIZARD WIZ, or a plastic version of it, is better known as *Mastermind* marketed by Invicta. The computer picks a three-digit code using the numbers one to nine, without repeating any digits. You enter your guess for the number—as one three-digit number—and then press NEWLINE.

A correct digit in the correct location will give you a 'black'—an inverse digit—while a correct digit in the wrong place will score a 'white'. There are 10 guesses allowed to crack the code but remember not to use the same digit more than once in a single guess.

The program is written for a ZX-80 but will need more memory on a ZX-81 and needs the following changes. In line 40 alter the way the random number is generated and add INT before the brackets on the right-hand side of the equals sign in lines 100, 110, 120, 290, 300 and 310.

Wizard Wiz is from *The Gateway Guide to the ZX-81 and ZX-80* by Mark Charlton, published by Interface of 44-46 Earls Court Road, London W8 6EJ.



```

10  DIM A(3)
20  DIM B(3)
30  FOR Z = 1 TO 3
40  LET A(Z) = RND(9)
50  NEXT Z
60  IF A(1) = A(2) OR A(1) = A(3)
   OR A(2) = A(3) THEN GOTO 30
70  LET A = 100*A(1) + 10*A(2) + A(3)
80  FOR C = 1 TO 10
90  INPUT B
100 LET B(1) = B/100
110 LET B(2) = (B - 100*B(1))/10
120 LET B(3) = B - 100*B(1) - 10*B(2)
130 IF A = B THEN GOTO 360
140 LET D = A
150 LET N = 156
160 LET W = 0
170 FOR E = 1 TO 3
180 IF NOT A(E) = B(E) THEN GOTO 210

190 LET N = N + 1
200 LET A(E) = 0
210 NEXT E
220 FOR F = 1 TO 3
230 IF A(F) = 0 THEN GOTO 280
240 FOR E = 1 TO 3
250 IF NOT B(F) = A(E) THEN GOTO 270
260 LET W = W + 1
270 NEXT E
280 NEXT F
290 LET A(1) = D/100
300 LET A(2) = (D - 100*A(1))/10
310 LET A(3) = D - 100*A(1) - 10*A(2)
320 PRINT B, CHR$(N), W
330 NEXT C
340 PRINT ,A
350 STOP
360 PRINT "YOU GOT IT IN ";C

```




DOGFIGHT

```

1  REM "DOGFIGHT"
2  LET A=32
3  LET B=0
4  LET C=INT (RND*20)
5  LET D=0
10  LET Z=INT (RND*3)
15  PRINT AT 11,15;"<+>"
20  PLOT A,B
25  PRINT AT C,D;"███"
30  LET C=C+Z
35  LET D=D+1
40  IF D>=30 THEN GOTO 4
45  IF INKEY$="8" THEN LET C=C-
1  50 IF C=11 AND D=15 THEN GOTO
90  55 IF C>=21 THEN GOTO 4
60  IF INKEY$="7" THEN LET C=C-
2  65 IF INKEY$="0" THEN LET B=B+
20  70 IF B=22 THEN LET B=0
75  IF INKEY$="5" THEN LET D=D-
-2  80 CLS
85 GOTO 10
90  IF A=32 AND B=20 THEN GOTO
105  95 PRINT AT 9,14;"F    ";AT 1
3,14;"L    "
100 GOTO 10
105 PRINT AT 11,15;"███"
110 PAUSE 10
115 PRINT AT 11,15;"WHAM";AT 1
0,16;"███";AT 11,12;"███"

```

THE GRAPHICS on *Dogfight* are fairly impressive considering that it will run on 1K machines.

The screen becomes the windshield of an aircraft with your gunsights indicated by the symbols. An enemy aircraft files on a random course across the screen, moved inexorably rightwards and downwards.

Using certain cursor keys, e.g., upward arrow, the course of the aircraft can be altered in an attempt to put it in front of the sights. When that is done, pressing the O key will fire your gun.

Program author Robert Graves of London explained that he limited the amount of cursor control deliberately; you cannot move the aircraft downwards. The result is a game which it is not so easy as it sounds.



WANDER

AN ADVENTURE game, Wander, uses limited graphics which will run on 1K machines. It is set in a circular maze with the usual interconnecting square rooms. Only one room—the one you are in—is displayed and alternate rooms contain gold, with your position in the maze being estimated from the amount of gold in nearby rooms.

The object of the game is to amass as much gold as possible and find an exit to the maze but with only 60 units of food—allowing up to 60 moves—you could well starve before finding an exit.

If you are desperate, walls can be clawed through but so exhausting is that operation that it uses 10 food units. One room is dialled at a time, showing the possible direction of exit and inputting, L, R, F, B indicates whether movement is required in a left, right, forward or backward direction.

The letters G, W and F indicate the amount of gold in the room, the total wealth accumulated so far, and the amount of food remaining.

To repeat the same maze in a subsequent game, set R to a particular value between 0 and 1.

Wander was submitted by Michael Orwin of London who intends to include it in a forthcoming book called 1K Wonders. He also sells games cassettes for the ZX-81 and can be contacted at 26 Brownlow Road, Willesden, London NW10 9QL.

```

5 LET R=RND
10 LET J=SGN PI
20 LET F=CODE "W"
30 LET H=J
40 LET T=J+J
50 LET Y=T
60 LET X=T
66 LET Q=R+CODE "M"*Y+X+X
70 CLS
80 LET L=(X+Y<>T*INT ((X+Y)/T)
)
90 PRINT " "
100 PRINT " " AT J,J;" " AND
L
110 PRINT " "
120 PRINT AT J,NOT J;" " AND AB
S (Q-J)**PI-INT (ABS (Q-J)**PI)<
COS J
130 PRINT AT NOT J,J;" " AND AB
S Q**PI-INT (ABS Q**PI)>COS J
140 PRINT AT T,J;" " AND ABS (Q
+CODE "M")**PI-INT (ABS (Q+CODE
"M")**PI)>COS J
150 PRINT AT J,T;" " AND ABS (Q
+J)**PI-INT (ABS (Q+J)**PI)<COS
J
160 LET Q=ABS INT VAL "X*Y*L*(P
I*Q-INT (PI*Q))"
170 LET H=H+Q
180 PRINT AT T+T,NOT J;" " Q;" "
":H;" " F;" ".LRFB?"
190 IF X*X+Y*Y>CODE "COS " THEN
PRINT " " TAB -T
200 INPUT I$
210 PRINT AT (I$="L" OR I$="R")
+T*(I$="B"), (I$="F" OR I$="B")+T
*(I$="R");
220 LET Q=VAL "16398"
230 IF PEEK (PEEK Q+(256*PEEK (
Q+J)))<>NOT J THEN LET F=F-CODE
" "
240 LET X=X+(I$="R")-(I$="L")
250 LET Y=Y+(I$="B")-(I$="F")
260 LET F=F-J
270 IF F<-J THEN GOTO CODE "Z"

```


SUBJECT INDEX

SUBJECT INDEX sets up a Mini ZX-81 database designed to keep an index of magazine and book articles but it can be changed easily for other applications. The options available are to add a record, delete the last entry, list the records, search for a record and exit from the program.

On running the program, the screen displays a menu of commands, after having asked for a title for the index to be created. Using the Add option allows an item of information to be added to the index and prompts individually for article title, publication name, date and page reference.

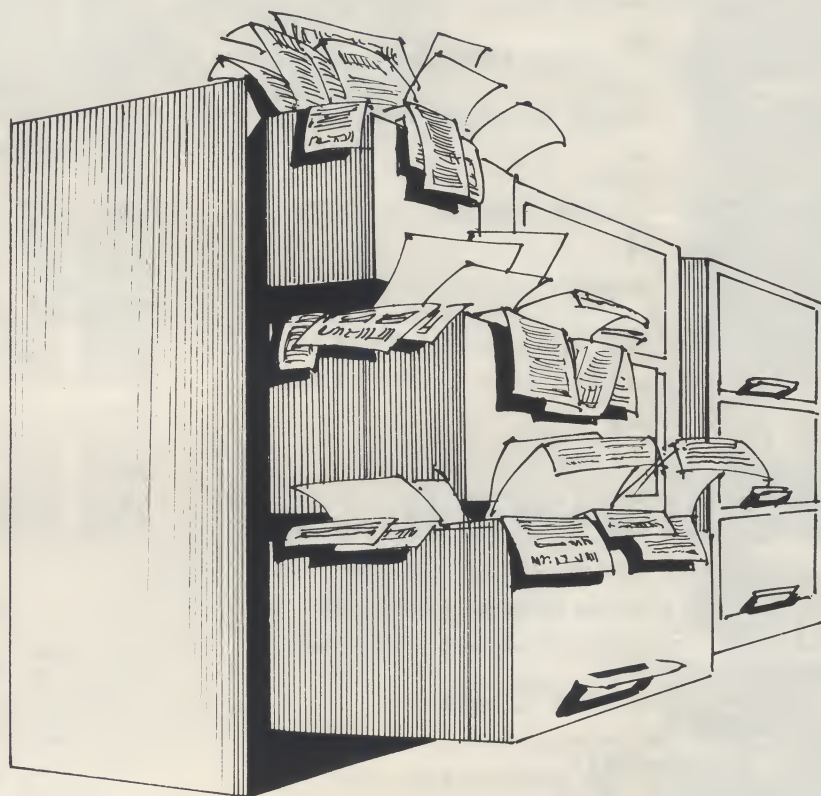
To return to the menu, enter an empty string for the title. When using List to display the contents of a file, the CONT instruction is required each time the screen is full and report code 5 occurs.

Using Exit offers the option of saving the file to cassette or ending the program. The Search option requests a keyword which in this version of the program is the article title. Search will also work on the first character or characters of the title.

The number of items which may be stored is governed by the value of N in line 15. A value of 350 is about the maximum which can be accommodated in 16K of memory but if a smaller number is used saving and loading time will be reduced.

Names of publications are limited to eight characters, so an abbreviation is required for longer names. Titles may be of any length but the array is dimensioned for an average of 25 characters per item.

Subject Index was sent in by Julian Moss of London.



```

1 REM *****
2 REM *   SUBJECT INDEX   *
3 REM *  AUTHOR: J. U. MOSS  *
4 REM *****
10 REM INITIALISE PROGRAM
12 REM N IS NUMBER OF ITEMS
15 LET N=350
20 DIM R$(N,8)
30 DIM T$(N,25)
40 DIM N$(10,8)
44 DIM B$(8)
45 DIM X$(12)
50 PRINT "SUBJECT?"
60 INPUT S$
80 LET PTR=1
82 LET CN=0
84 LET CR=1
100 REM DISPLAY MENU
105 CLS
110 PRINT TAB 8;S$;" INDEX"
120 PRINT AT 3,6;"A - ADD"
130 PRINT AT 6,8;"D - DELETE LA
ST ENTRY"

```


SUBJECT INDEX

```

140 PRINT AT 9,8;"L - LIST"
150 PRINT AT 12,8;"S - SEARCH"
160 PRINT AT 15,8;"X - EXIT"
200 PRINT AT 21,0;"?"
210 INPUT C$
215 CLS
220 IF C$="A" THEN GOTO 1000
230 IF C$="L" THEN GOTO 2000
240 IF C$="S" THEN GOTO 3000
250 IF C$="X" THEN GOTO 4000
260 IF C$="D" THEN GOTO 5000
290 GOTO 100
1000 REM ADD ITEMS
1001 PRINT "NAME/SUBJECT OF ARTI
CLE?"
1010 INPUT A$
1012 IF A$="" THEN GOTO 100
1015 PRINT "A$
1030 PRINT
1032 PRINT "NAME OF PUBLICATION?"
"
1040 INPUT B$
1045 PRINT "B$
1050 PRINT
1052 PRINT "ISSUE (MMYY)?",
1060 INPUT D$
1065 PRINT D$
1070 PRINT
1072 PRINT "PAGE?",
1080 INPUT P
1085 PRINT P
1100 IF NOT CN THEN GOTO 1145
1110 FOR I=1 TO CN
1120 IF B$=N$(I) THEN GOTO 1200
1130 NEXT I
1140 GOTO 1150
1145 LET I=1
1150 LET N$(I)=B$
1190 LET CN=I
1200 LET R$(CR,1)=CHR$(I)
1210 LET R$(CR,2 TO 6)=D$
1220 LET R$(CR,7)=CHR$(INT (P/25
6)
1230 LET R$(CR,8)=CHR$(P-INT (P
/256)*256)
1240 LET T$(PTR)=CHR$(128+INT (
CR/128))
1250 LET T$(PTR+1)=CHR$(CR-INT
(CR/128)*128)
1260 FOR I=1 TO LEN A$
1270 LET T$(PTR+I+1)=A$(I)
1280 NEXT I
1290 LET PTR=PTR+2+LEN A$
1292 LET CR=CR+1
1293 IF CR=N OR PTR>(N*25-25) TH
EN GOTO 9000
1295 CLS
1298 GOTO 1000
2000 REM LIST ROUTINE
2005 LET I=1
2010 GOSUB 5000
2020 IF I<PTR THEN GOTO 2010
2025 PRINT "PRESS N/L TO RETURN
TO MENU"
2030 PAUSE 4E4
2040 GOTO 100
3000 REM SEARCH ROUTINE
3010 PRINT "KEYWORD?"
3020 INPUT C$
3030 CLS
3100 FOR K=1 TO PTR
3110 IF T$(K)<>C$(1) THEN GOTO 3
190
3120 FOR J=1 TO LEN C$-1
3130 IF T$(K+J)<>C$(J+1) THEN GO
TO 3180
3140 NEXT J
3150 FOR I=K TO 1 STEP -1
3152 IF CODE T$(I)<128 THEN NEXT
I
3160 GOSUB 5000
3165 LET K=I-1
3170 GOTO 3190
3180 LET K=K+J
3190 NEXT K

```

```

3192 PRINT
3193 PRINT "PRESS N/L TO RETURN
TO MENU"
3195 PAUSE 4E4
3198 GOTO 100
4000 REM SAVE/EXIT ROUTINES
4001 PRINT "SAVE (Y/N)?"
4010 INPUT C$
4020 IF C$="N" THEN GOTO 9999
4030 LET X$=5$+"INDEX"
4040 PRINT "TYPE NEWLINE WHEN RE
ADY"
4050 INPUT C$
4060 SAVE X$
4090 GOTO 100
5000 REM DELETE LAST ITEM
5001 FOR I=PTR-1 TO 1 STEP -1
5010 IF CODE T$(I)<128 THEN NEXT
I
5020 LET PTR=I
5030 LET CR=CR-1
5090 GOTO 100
9000 REM SUBROUTINE "PRINT AN IT
EM"
9001 LET R=128*(CODE T$(I)-128)+
CODE T$(I+1)
9010 LET I=I+2
9030 IF CODE T$(I)>=128 THEN GOT
O 8100
9040 IF I>=PTR THEN GOTO 8100
9050 PRINT T$(I);
9060 LET I=I+1
9070 GOTO 8030
8100 PRINT TAB 8;"(";N$(CODE R$(
R,1));";R$(R,2 TO 6);";P.";CO
DE R$(R,7)*256+CODE R$(R,8);")"
8110 PRINT
8190 RETURN
9000 REM ARRAYS FULL
9010 PRINT "STORAGE FULL"
9020 GOTO 4000
9999 STOP

```

INDEX

A - ADD

D - DELETE LAST ENTRY

L - LIST

S - SEARCH

X - EXIT

NAME/SUBJECT OF ARTICLE?

ADVENTURE PROGRAM

NAME OF PUBLICATION?

SINCLAIR

ISSUE (MMYY)? 05/82

PAGE? 34

ADVENTURE PROGRAM
(SINCLAIR 05/82, P.34)

PRESS N/L TO RETURN TO MENU



SUB CHASE is another 1K program submitted by the Lookers father and son team. In this, you are given a static destroyer in the top left-hand corner of the screen, while an enemy submarine travels from left to right across the screen.

Using the F key drops a depth charge and it must be dropped at precisely the right moment so that it scores a direct hit on the conning tower of the submarine.

Sub Chase gives you 10 submarines before the game ends and your score is displayed on the screen.

SUB CHASE

SUB CHASE SCORE=0 OUT OF 1



0



```

1 LET A=CODE " "
5 LET B=CODE "■"
10 LET C=CODE "■"
15 LET D=CODE "?"
20 LET P=B
30 LET Q=CODE "F"
40 LET S=A
50 PRINT "SUB CHASE"
60 FOR Z=C TO Q+B
70 FOR Y=CODE " " TO B STEP -C
80 PRINT AT B,A;" "
90 IF P>B AND P<D THEN LET P=P+C
100 IF INKEY$="F" AND P=B THEN LET P=P+C
110 IF P=D AND Y=Q THEN GOTO 60
120 IF P>B THEN PRINT AT P-C,Q;" ";AT P,Q;"0"
130 IF P=D THEN PRINT AT P,Q;" "
140 IF P=D THEN LET P=B
150 NEXT Y
160 GOTO CODE ">="
200 PRINT AT P-C,Q;" ";AT D,Y-B;"BOOOOM"
205 LET S=S+C
210 LET P=B
220 PRINT AT D,Y-B;" ";AT A,D;"SCORE=";S;" OUT OF ";Z
230 NEXT Z
240 PRINT AT D,Q+B;"GAME OVER"

```


GRAFFITI is written for a 1K ZX-80 and fills the screen with large letters; a 32-letter message can be fitted on to a 1K machine with four lines of eight characters each.

Messages are entered eight characters at a time and if an inverse letter is wanted, for example A, enter

it as NOT A. That still counts as one character. To put a quotation mark in the message, enter shift H ie (**).

Graffiti is from *The Gateway Guide* to the ZX-81 and ZX-80 by Mark Charlton. Published by Interface of 44-46 Earls Court Road, London W8 6EJ.



```
10 REM 00050483078288860608028703848580191A111
```

```
00012131415000116171800014FE
```

```
30 FOR I=0 TO 33
```

```
40 POKE 16427+I,16*PEEK(16427+2*I)+PEEK(16428+2*I)+36
```

```
50 NEXT I
```

```
60 POKE 16457,118
```

RUN this, then enter:

```
20 INPUT A$
```

```
30 POKE 16421,24
```

```
40 IF A$="" THEN STOP
```

```
50 FOR I=0 TO 3
```

```
60 LET C=0
```

```
70 FOR J=1 TO 8
```

```
80 LET X=0
```

```
90 LET C=C+1
```

```
100 LET L=PEEK(16719+C)
```

```
110 IF L-219 THEN GO TO 140
```

```
120 LET X=128
```

```
130 GO TO 90
```

```
140 IF L>99 THEN LET L=PEEK(16227+L)
```

```
150 FOR K=0 TO 3
```

```
160 PRINT CHR$(PEEK(16427+((PEEK(2*I+8*L+3584)
```

```
/4*(3-K) AND 3)+(PEEK(2*I+8*L
```

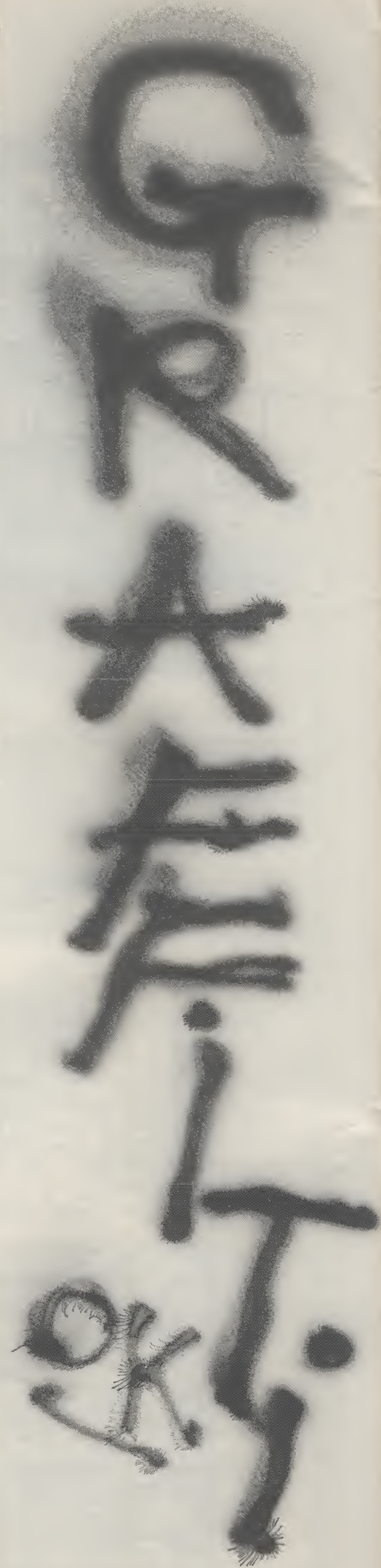
```
+3585)/4*(3-K) AND 3)*4))+X);
```

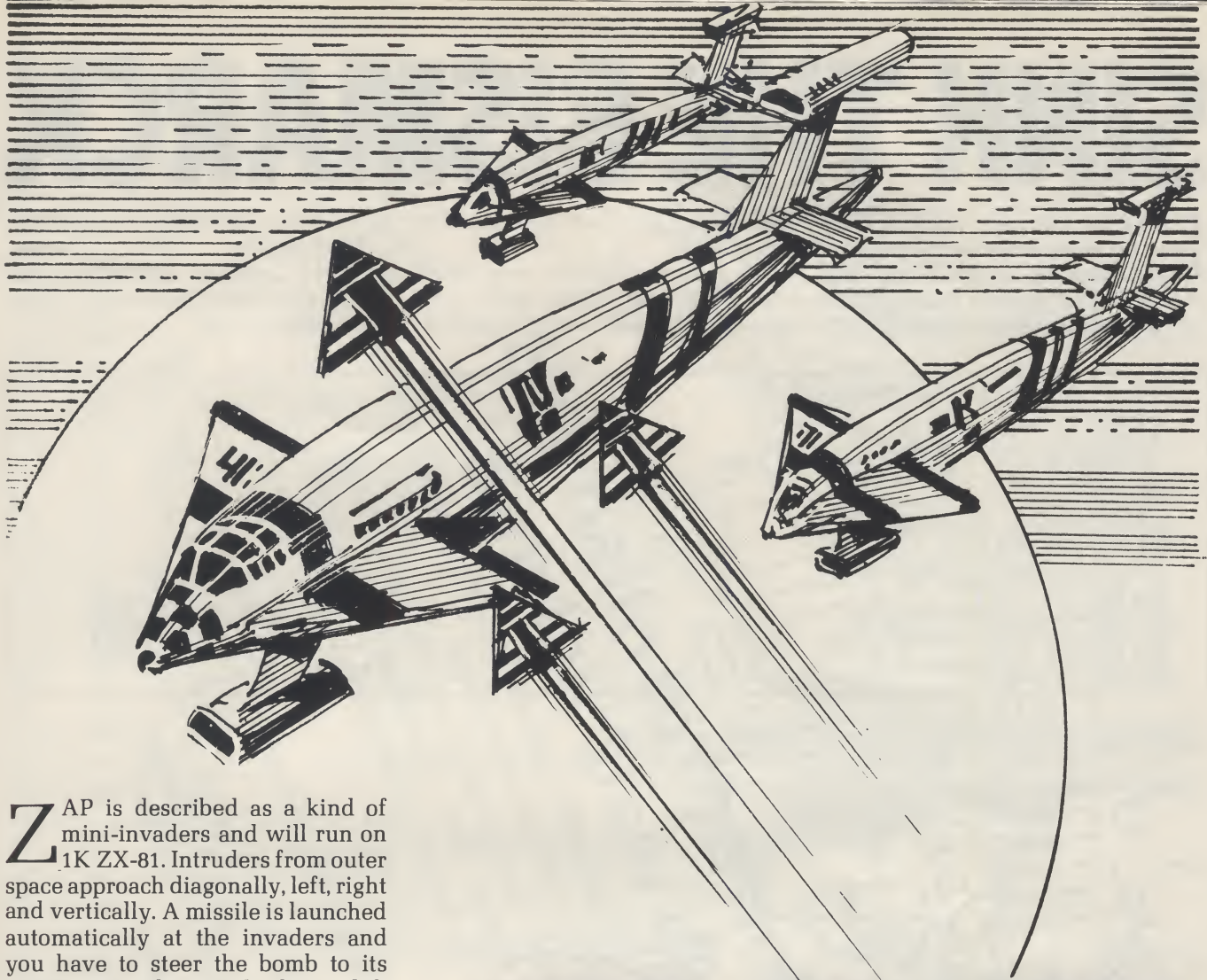
```
170 NEXT K
```

```
180 NEXT J
```

```
190 NEXT I
```

```
200 RUN
```





ZAP is described as a kind of mini-invaders and will run on 1K ZX-81. Intruders from outer space approach diagonally, left, right and vertically. A missile is launched automatically at the invaders and you have to steer the bomb to its target, using the 5 and 8 keys—left cursor and right cursor.

Ten invaders are launched and then the program tells you how many you stopped. When familiar with the game try changing line 130 to IF C + H AND M = P THEN GOTO 200.

Zap is from The Gateway Guide to the ZX-81 and ZX-90 by Mark Charlton. Published by Interface of 44-46 Earls Court Road, London W86EJ.

ZAP

```

10  LET S = 0
20  LET M = 14
30  FOR Z = 1 TO 10
40  LET C = 20
50  LET R = INT(RND*3)
60  LET P = 13 - ((12 AND R = 0) +
    (12 AND R = 2) + INT(RND*5))
70  LET P$ = "P" + ("1" AND R = 0)
    + (" - 1" AND R = 2)
80  FOR H = 4 TO 21
90  LET P = VAL P$
100 LET M = M + (1 AND INKEY$ = "8") -
    (1 AND INKEY$ = "5")
110 CLS
120 PRINT AT 21, M - 1;"graphic shift three
    graphic space graphic shift four";AT H,
    P - 1;"graphic shift three graphic shift
    seven graphic shift four";AT C,M;"*"
130 IF C = H AND M > P - 2 AND M < P + 2
    THEN GOTO 200
140 LET C = C - 1
150 NEXT H
160 CLS
170 NEXT Z
180 PRINT AT 10,0;LANDED:10",,"STOPPED:";S
190 STOP
200 LET S = S + 1
210 PRINT AT H - 1,P;"*";TAB P - 1;
    "****";TAB P;"*"
220 LET Z = Z - 1
230 LET C = 20
240 GOTO 170

```


SINK THE BISMARCK

IN TRUE jingoistic fashion, *Sink the Bismarck* puts the player on a routine patrol of the North Sea. Out of the fog appears the Bismarck and by setting elevation and muzzle

velocity of a gun, you can attempt to sink the ship.

The program is taken from *Peek, Poke, Byte and RAM—Basic Programming for the ZX-81*. It is publish-

ed by Shiva Publishing of Cheshire.

Forthcoming titles include *Machine Code and Data Structuring for the ZX-81* and *The ZX-81 Add-on Book*, both at £7.50.

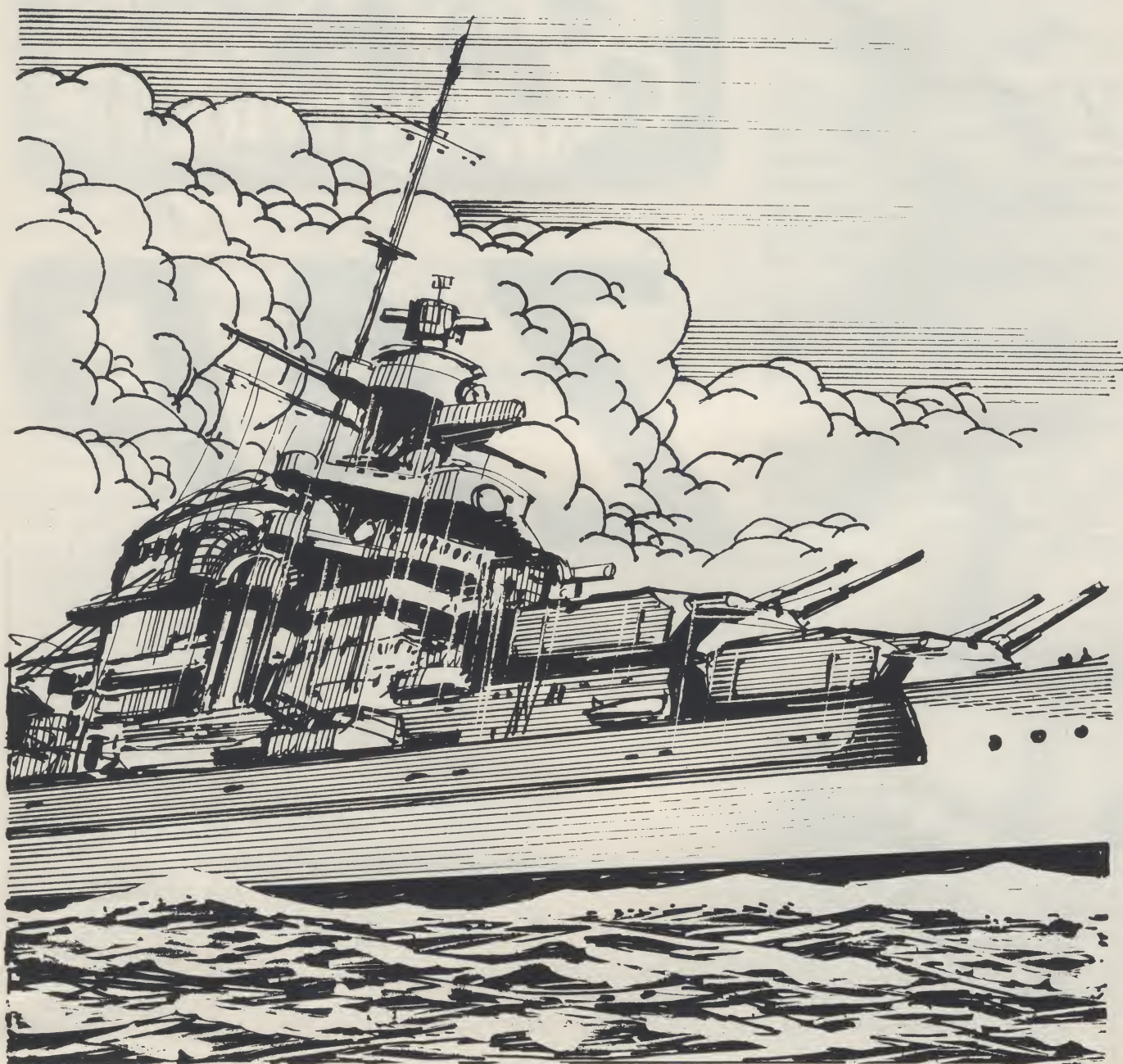
```

100 LET T=10*(1+RND)
200 PRINT AT 21,0;
400 PRINT "*****"
450 FOR J=0 TO 5
500 NEXT J
600 PRINT AT 20,T-2;"*****"
700 PRINT AT 2,0;"E=";
800 INPUT E
900 PRINT E
1000 PRINT "U=";
1100 INPUT U
1200 PRINT U
1300 LET A=U*COS (PI*E/180)
1400 LET B=U*SIN (PI*E/180)
1500 FOR J=0 TO B/16
1600 LET C=.01*(B-J-16*J*J)
1700 IF A>6200 THEN GOTO 220
1800 IF C>40 THEN GOTO 200
1900 PLOT .01*A*J,C+2
2000 NEXT J
2100 IF ABS (A*B/3200-T) < 3 THEN
GOTO 240
2200 PRINT AT 10,20;"MISSED"
2300 STOP
2400 FOR J=0 TO 5
2500 PRINT AT 20-J,T-2;"GLUG"
2600 NEXT J
    
```

E=57
U=500

E=56
U=400

GLUG
GLUG
GLUG
GLUG
GLUG



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```

10 LET A=PI/PI
20 LET B=PI-PI
30 LET R=B
40 LET U=600
50 LET S=20
60 LET T=15
70 LET Y=15
80 CLS
90 LET X=INT (RND*25)
100 PRINT AT Y,X;"[RENDER]"
110 PRINT AT S,T;"[RENDER]"
120 PRINT AT S+A,T+A;"[RENDER]"
130 LET U=U-A
140 IF INKEY$="Q" THEN LET T=T-
A
150 IF INKEY$="P" THEN LET T=T+
A
160 IF INKEY$="1" THEN LET S=S-
A
170 IF T<B THEN LET S=S-A
180 IF T>25 THEN LET T=25
190 IF U<B THEN GOTO 500
200 IF S<B THEN GOTO 350
210 IF T=X AND S=Y-A THEN GOTO
300
220 IF S=Y-A AND T<>X THEN GOTO
500
230 GOTO 110
240 LET Y=Y-5
250 GOTO 80
260 LET R=R+A
270 GOTO 50
500 CLS
510 PRINT AT 10,11;"[RENDER]"
520 PRINT AT 12,11;R

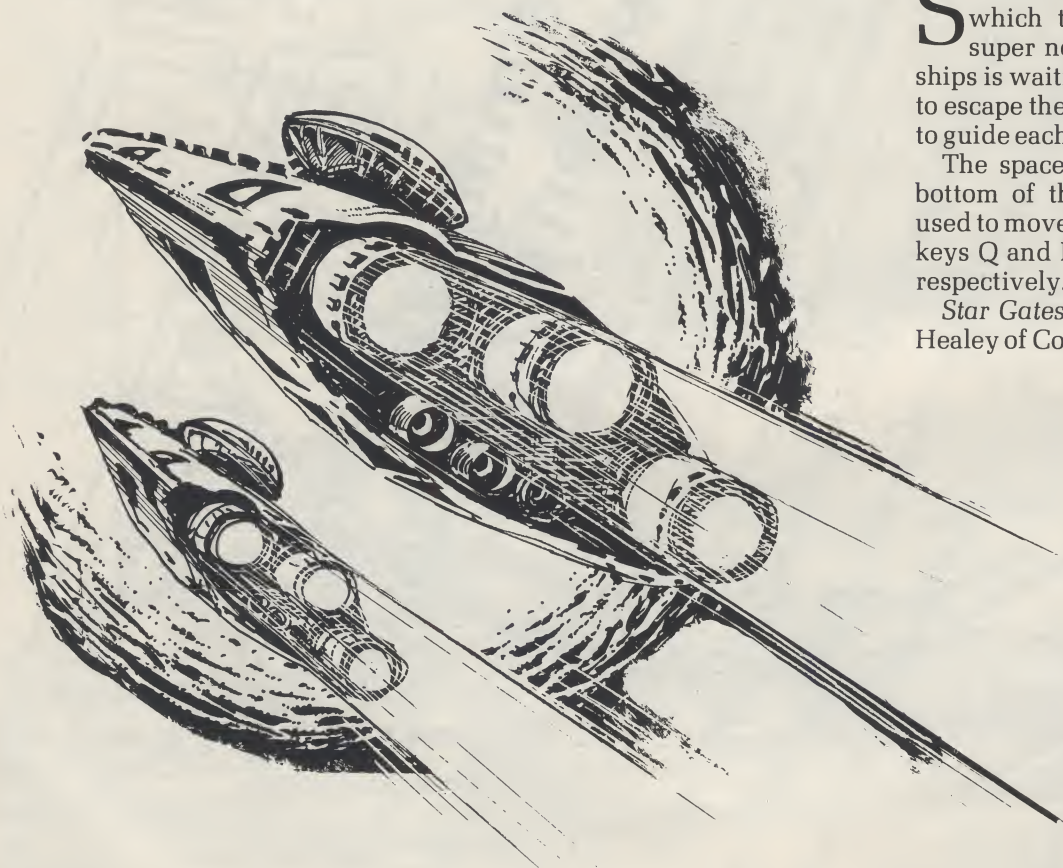
```

STAR GATES

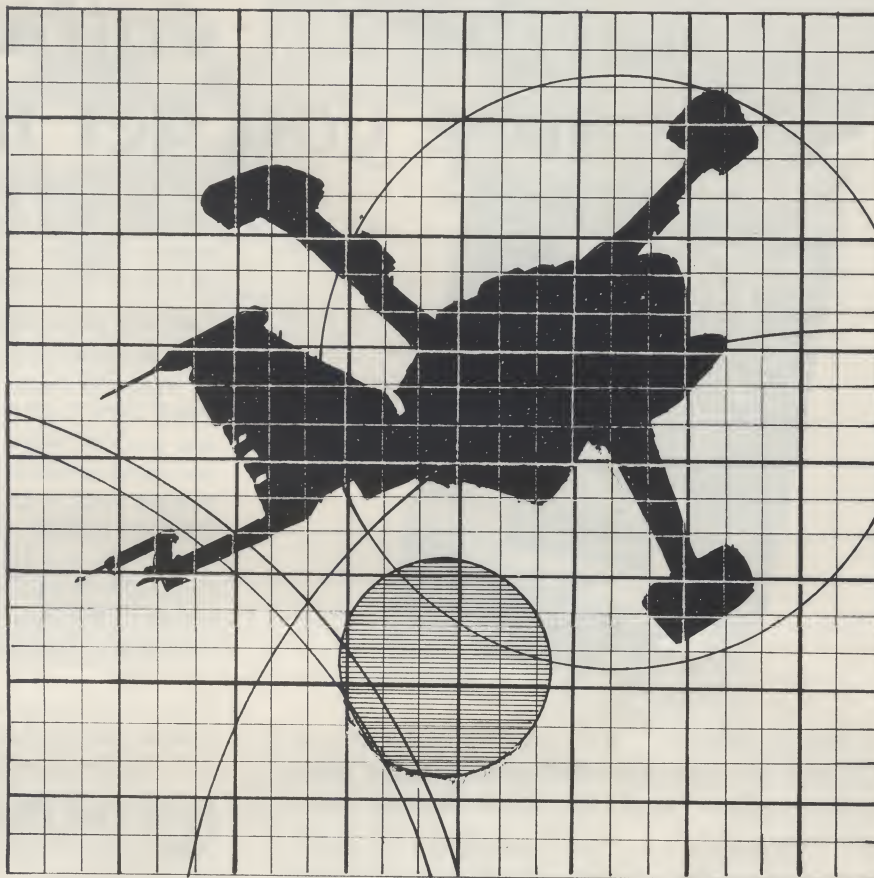
STAR GATES is a 1K program in which the sun is about to go super nova and a fleet of space ships is waiting to depart from Earth to escape the holocaust. The object is to guide each ship through star gates.

The space ship is situated at the bottom of the screen and key 1 is used to move vertically upwards and keys Q and P to move left and right respectively.

Star Gates was submitted by D E Healey of Coseley, West Midlands.



Space Shootdown



SPACE SHOOTDOWN, by G L J Tily, provides a test of your skill in estimating distance and angles. Play the game a few times and you will be amazed at how clever you become at estimating correctly.

Your base is at the bottom left of the screen. The invader is the black piece. Your task is to shoot it down in as few shots as possible. First enter the angle of the ship from your base, or as good a guess as you can estimate, then enter the distance from your base. Remember that the screen is 63 units across. You will get a satisfying BOOM when you get the two figures correct.

```

10 LET C=0
20 LET K=0
30 LET X=INT (RND*50)
40 LET Y=INT (RND*37)
50 PLOT X,Y
60 PRINT AT 21,0;"
=====
70 PRINT AT 21,1;"
80 IF K=1 THEN GOTO 270
90 INPUT A
100 LET A=A/180*PI
110 INPUT R
120 LET C=C+1
130 LET X1=INT (R*COS A)
140 LET Y1=INT (R*SIN A)
150 LET Y1=INT (R*SIN A)
160 PRINT AT 1,1;"A: "A*180/PI
170 PRINT AT 1,1;"R: "R;" SHOTS "C
180 FOR U=-2 TO 2
190 FOR Z=-2 TO 2
200 IF X1+U=X AND Y1+Z=Y OR X1+
Z=X AND Y1+U=Y THEN LET K=1
210 IF K=1 THEN GOTO 60
220 NEXT Z
230 NEXT U
240 UNPLOT X1-1,Y1-1
250 PRINT "*"
260 GOTO 60
270 UNPLOT X-1,Y-1
280 PRINT "BOOM"

```

This runs on a 1K ZX-81, and the program is
copyright © G Tily, 1981.

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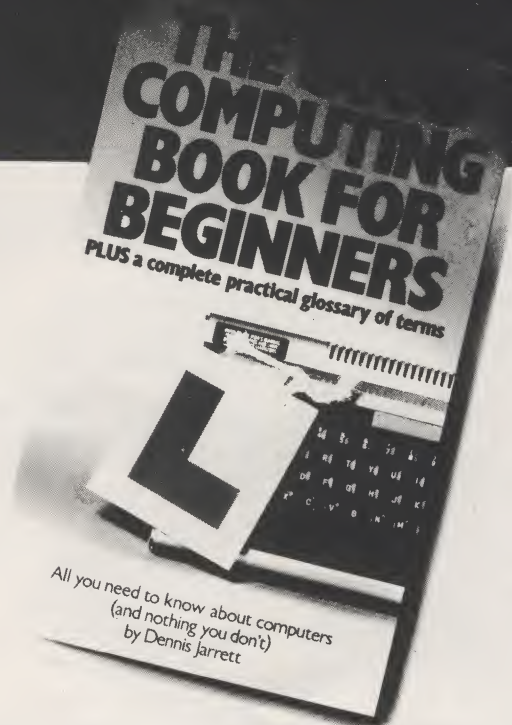
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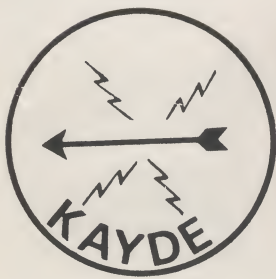
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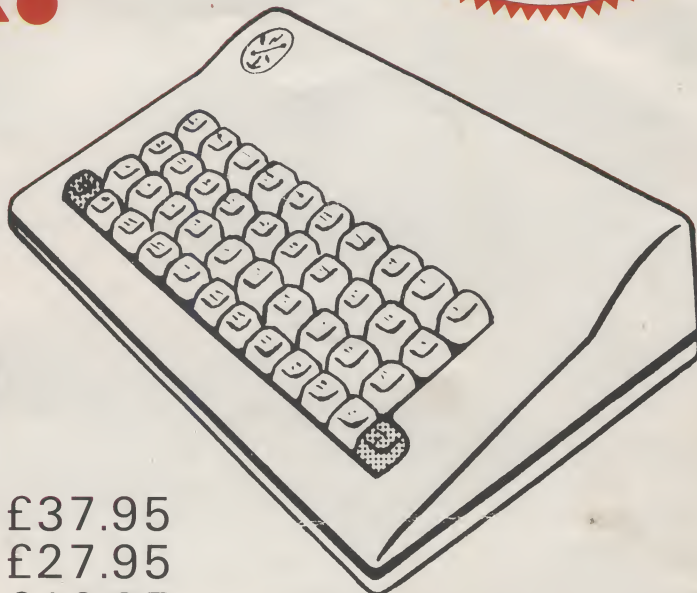


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